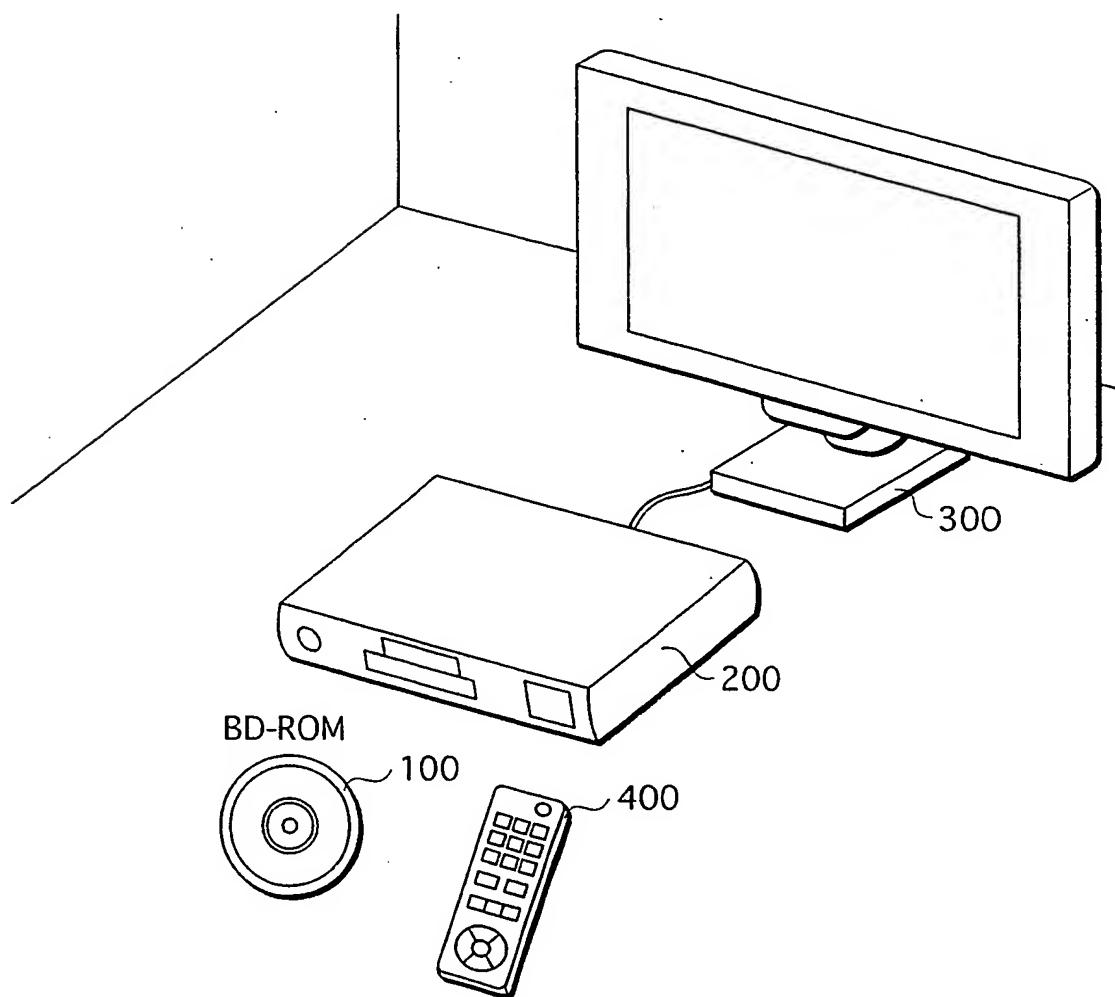
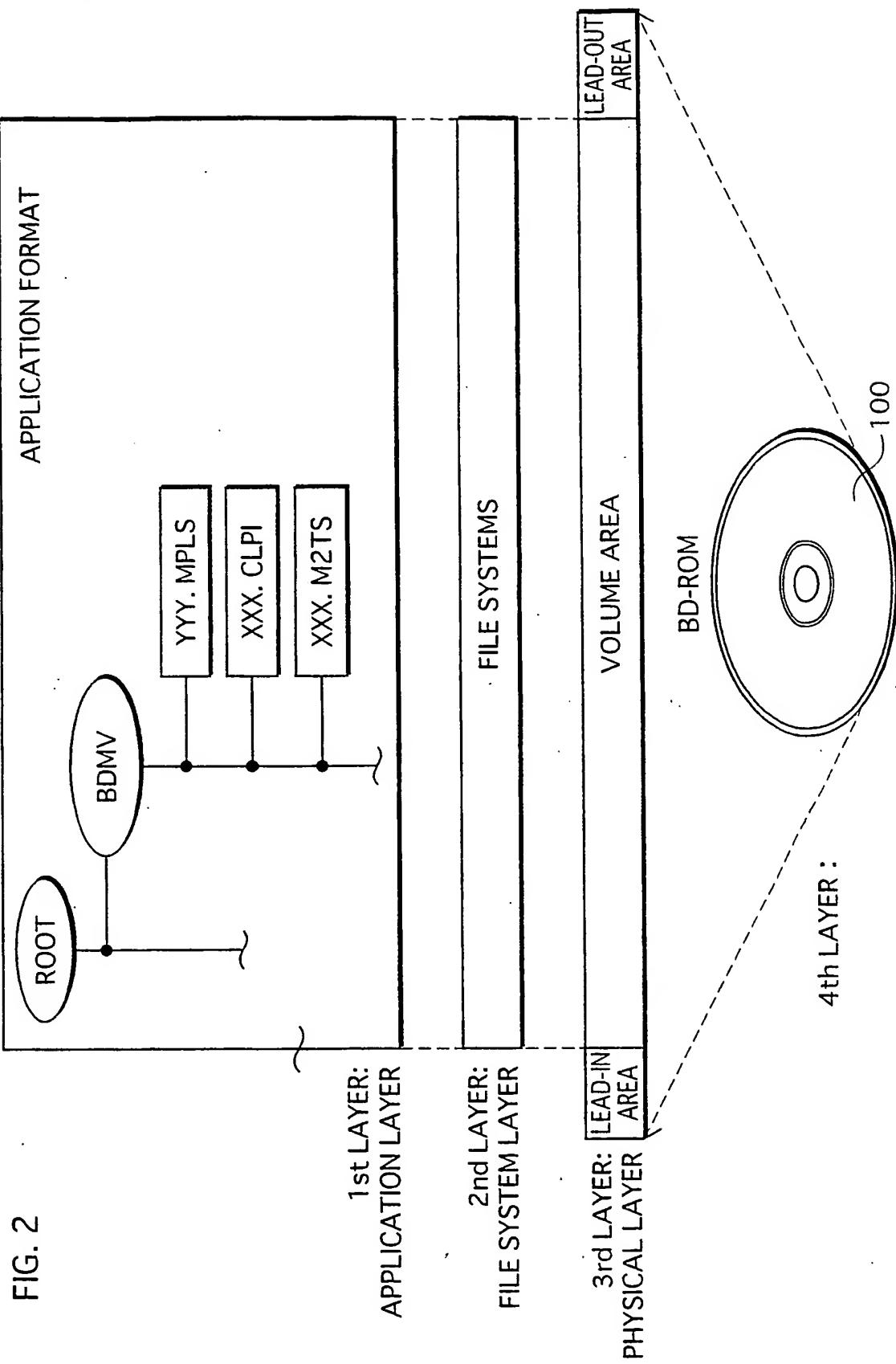


FIG. 1





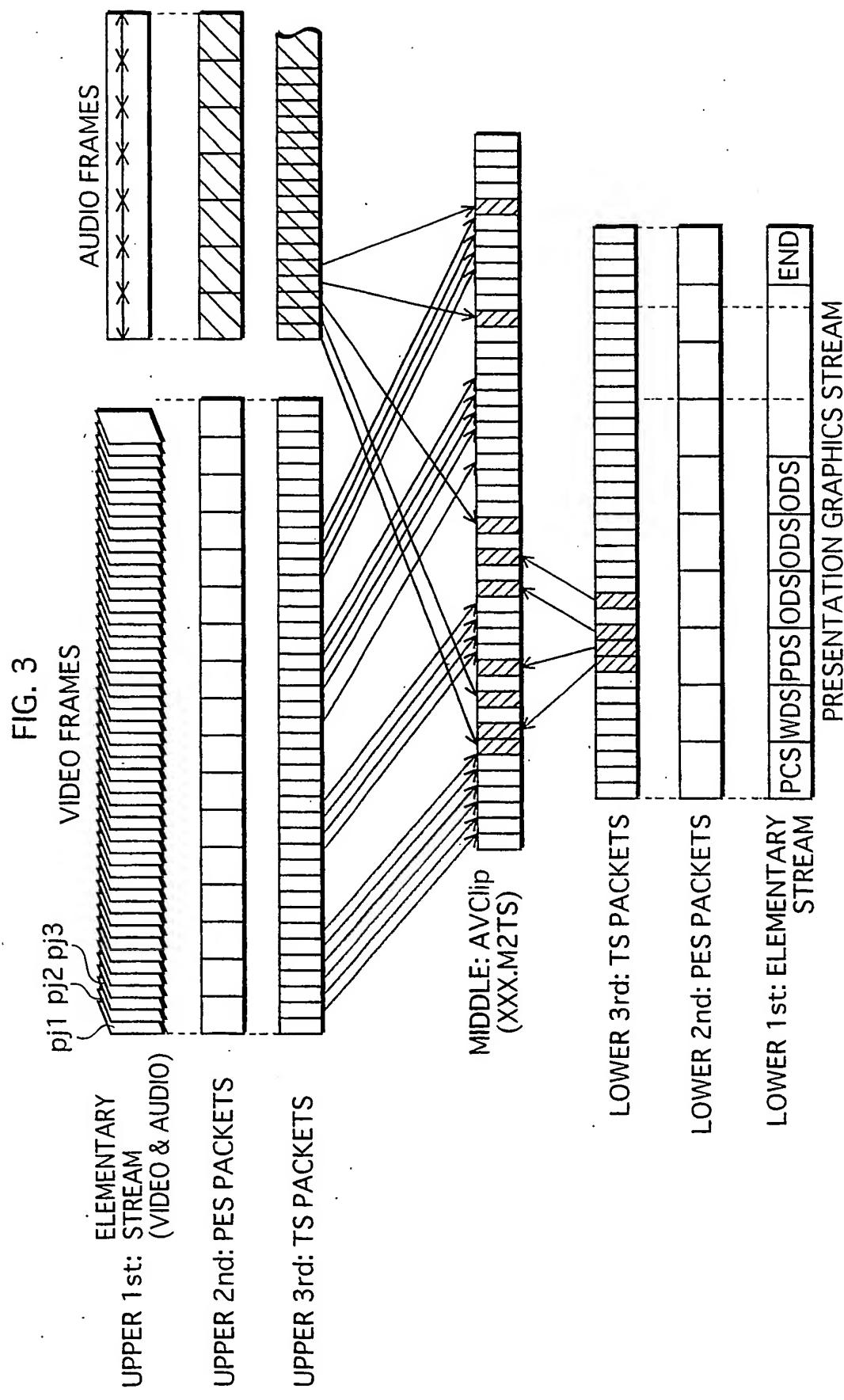


FIG. 4A

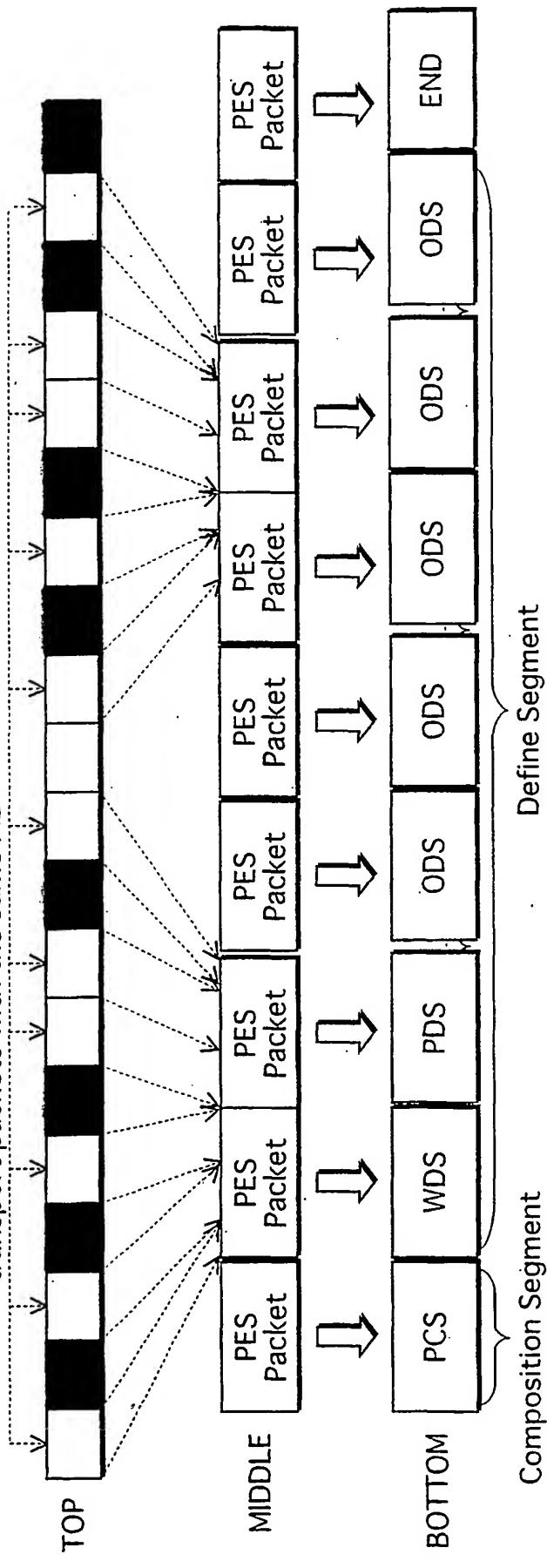


FIG. 4B

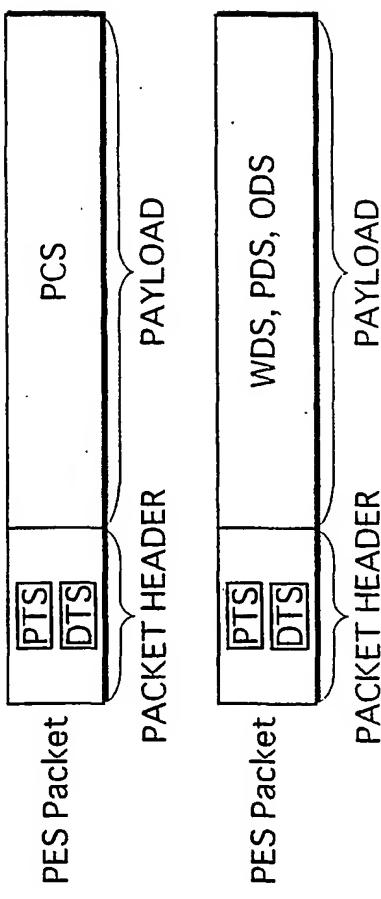


FIG. 5

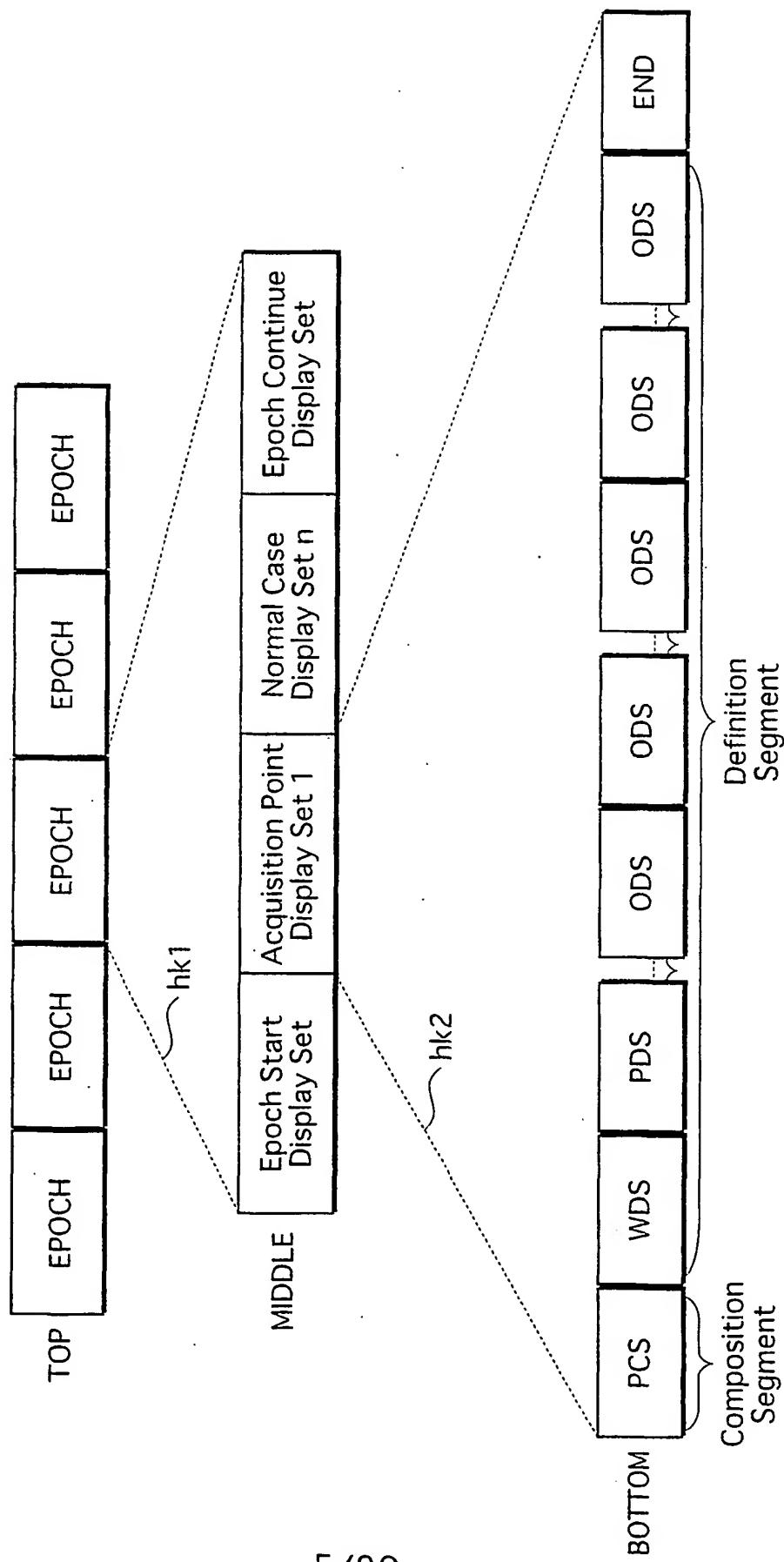


FIG. 6

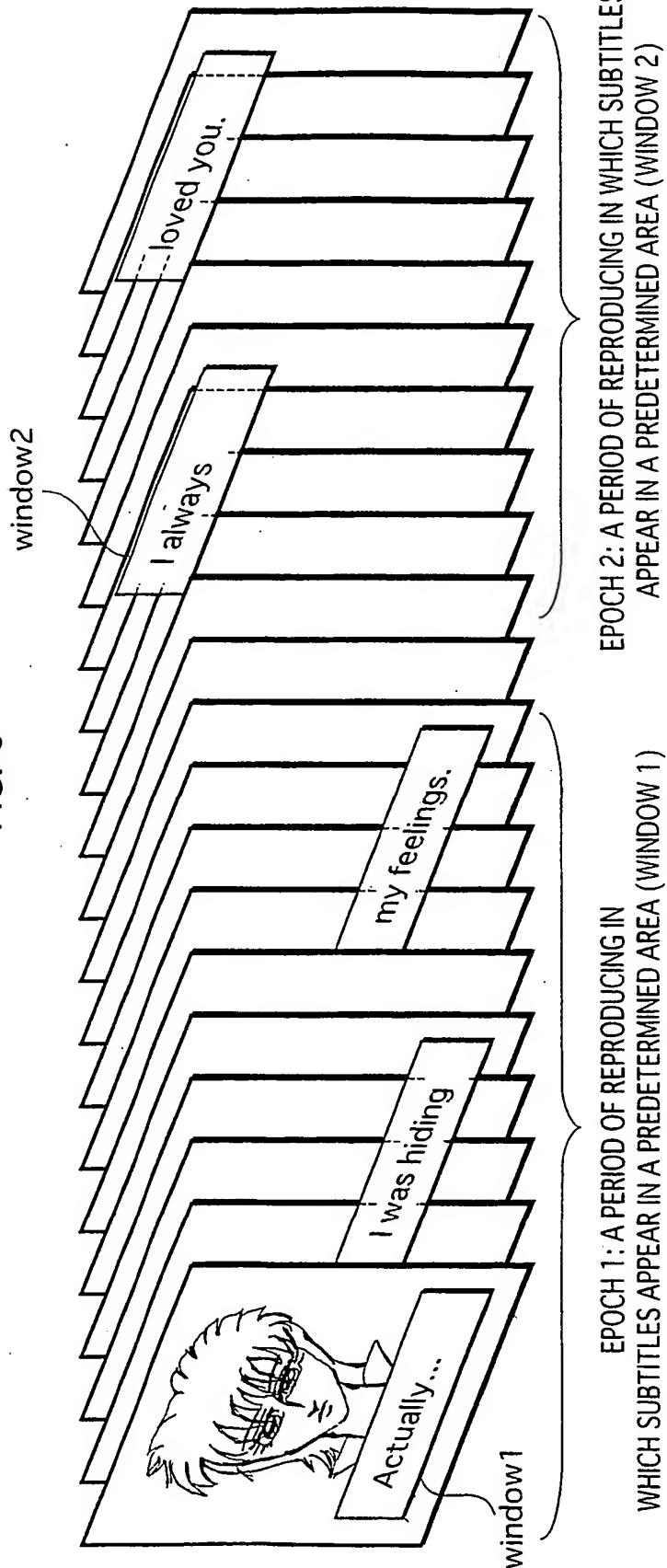


FIG. 7A

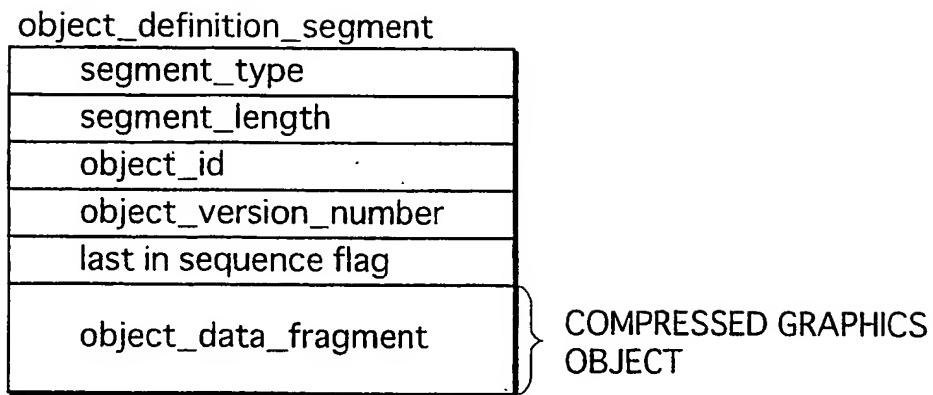


FIG. 7B

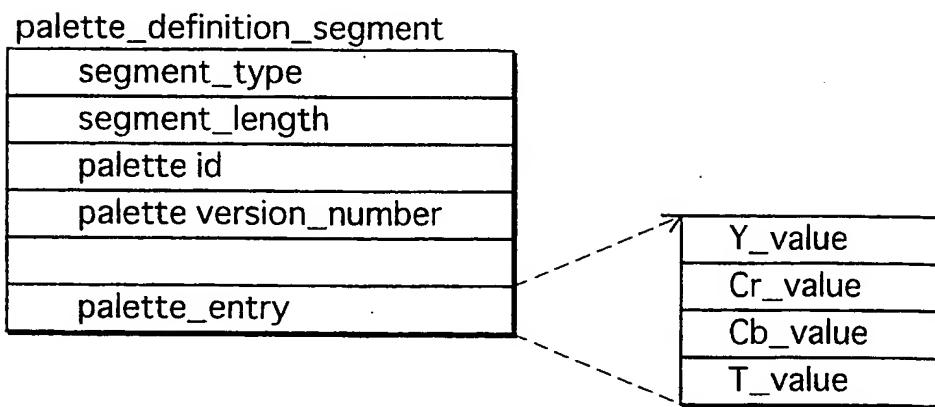


FIG. 8A

window_definition_segment
window_id
window_horizontal_position
window_vertical_position
window_width
window_height

FIG. 8B

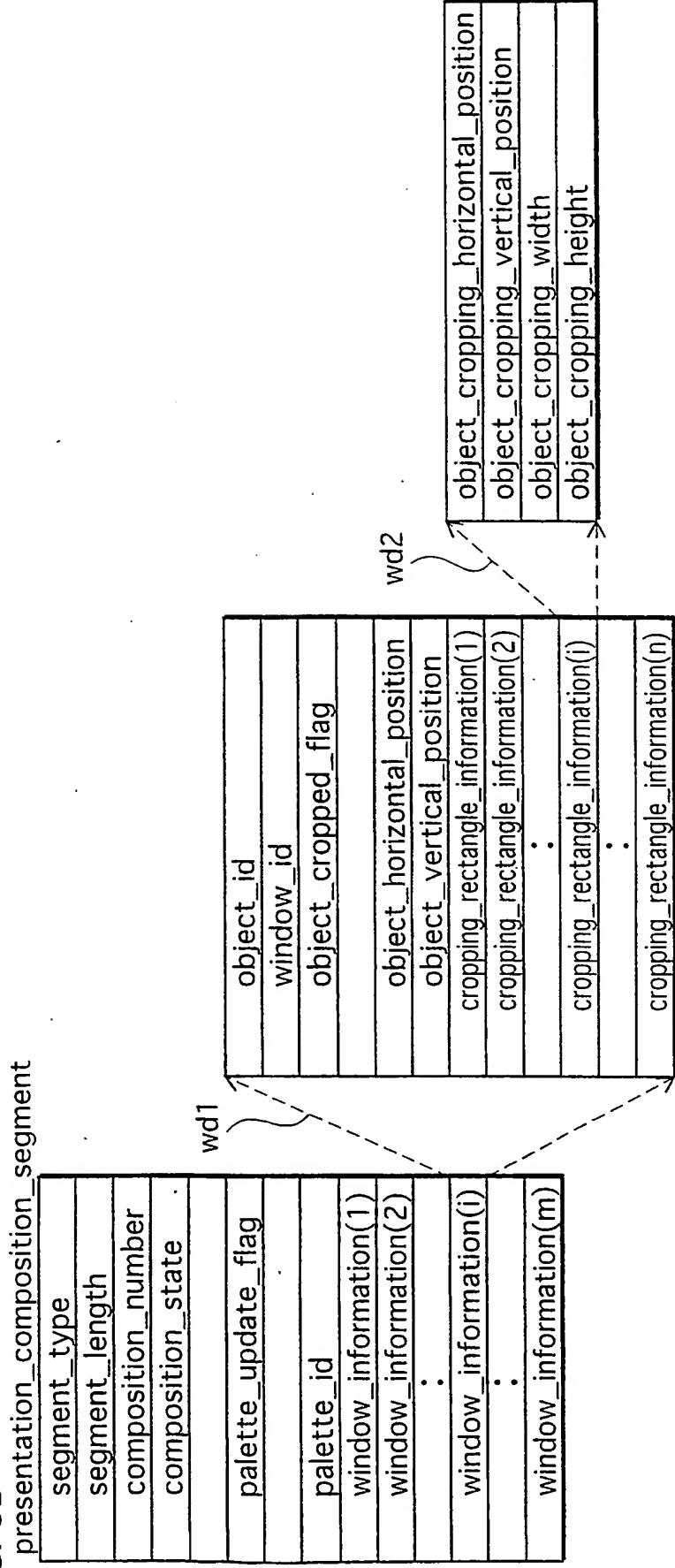


FIG. 9

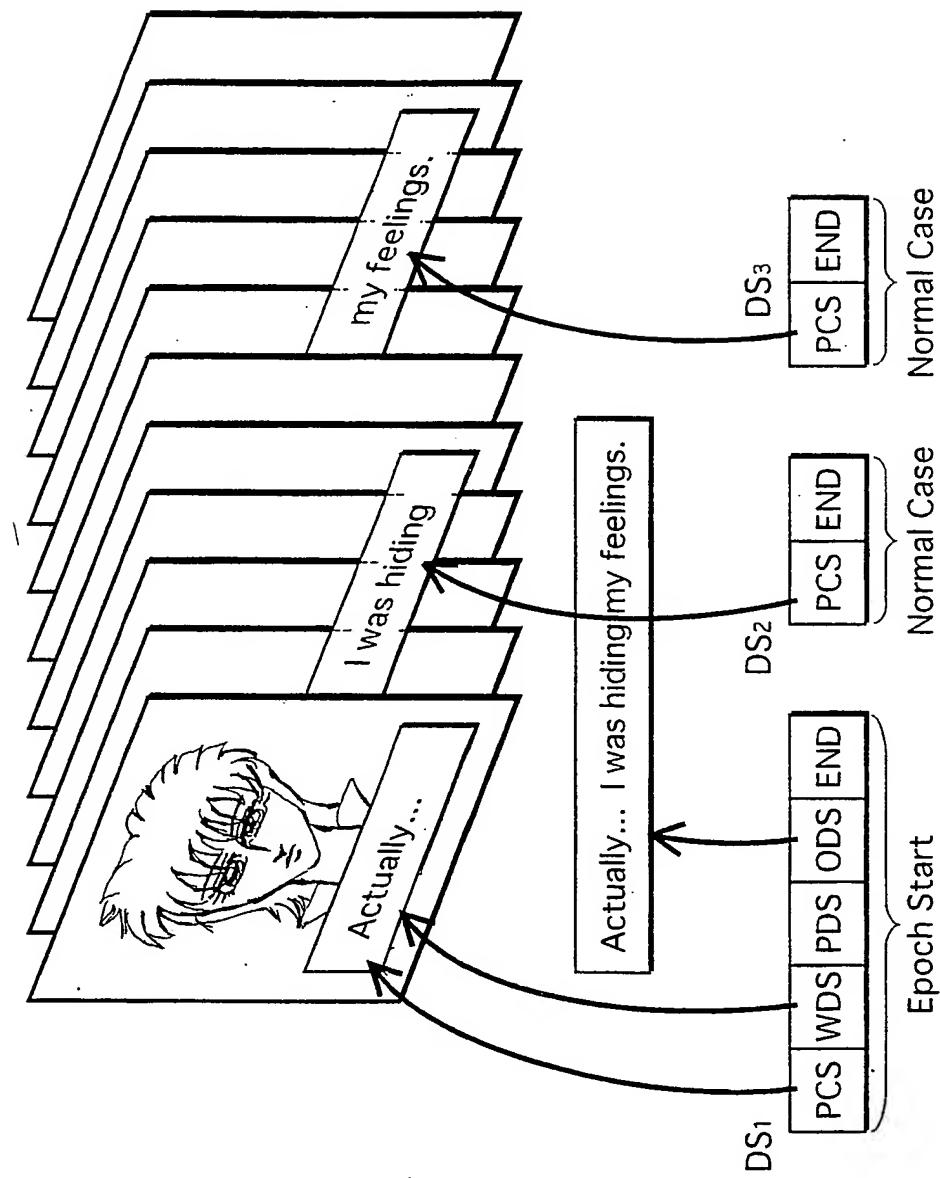


FIG. 10

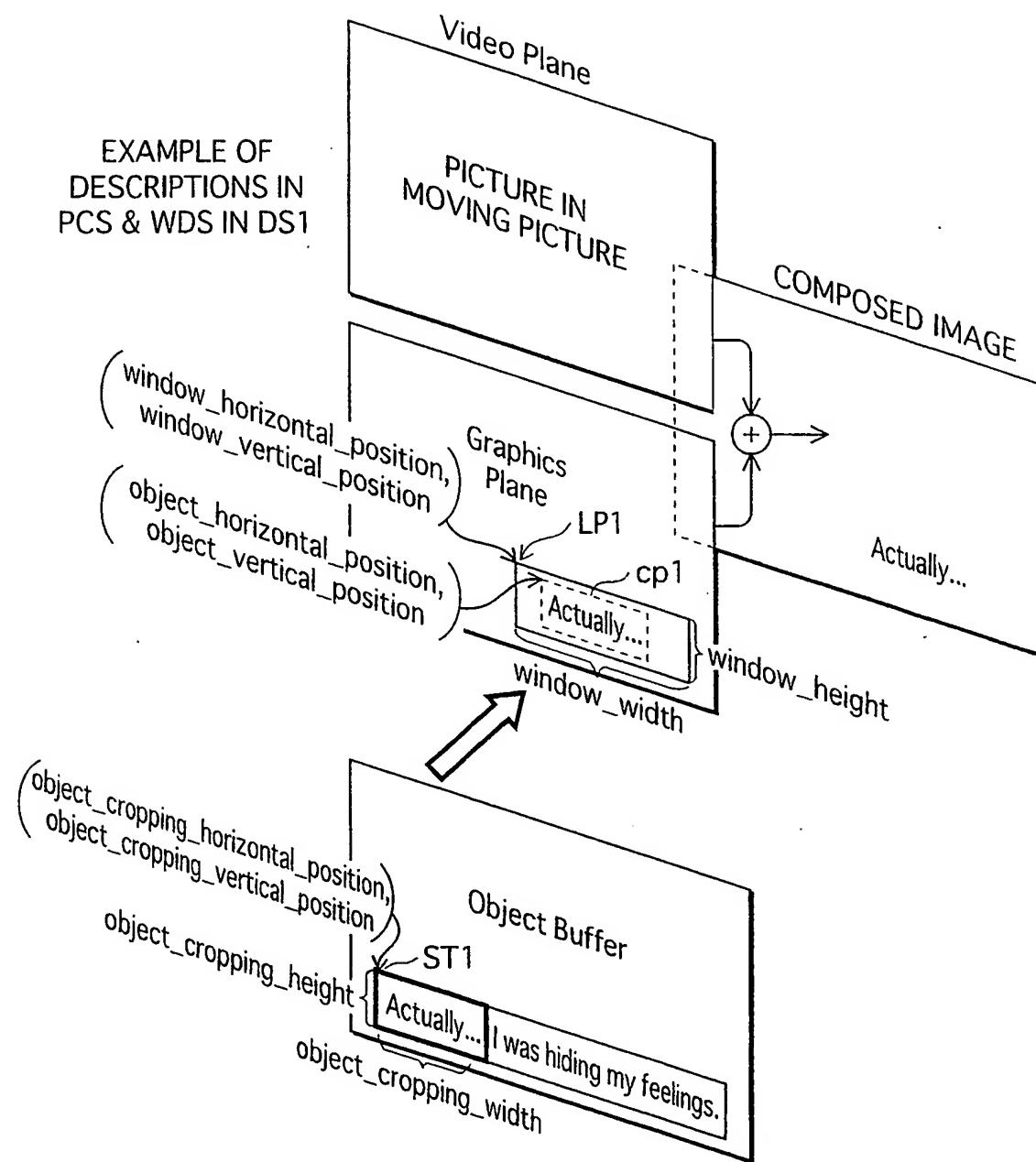


FIG. 11

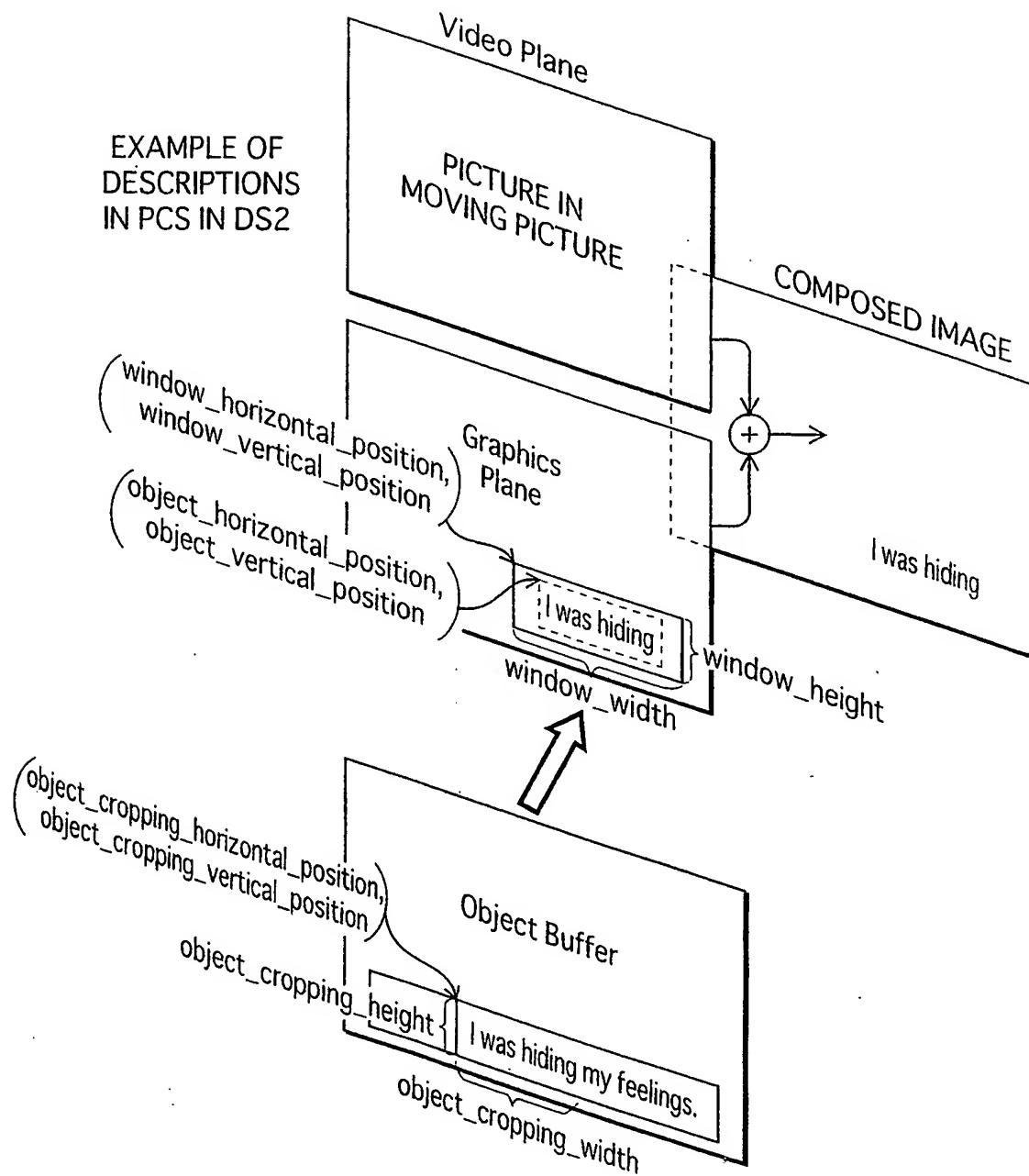


FIG. 12

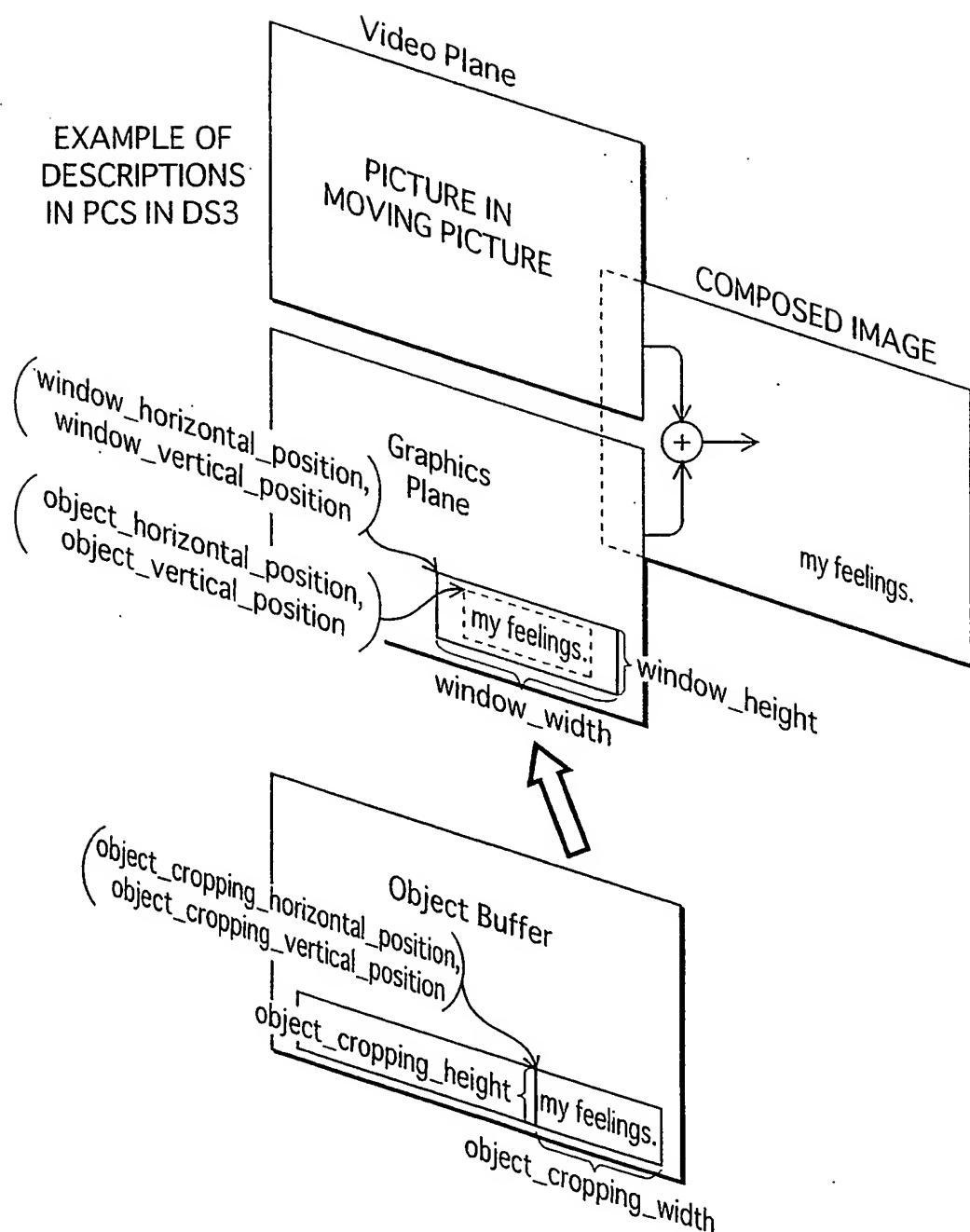
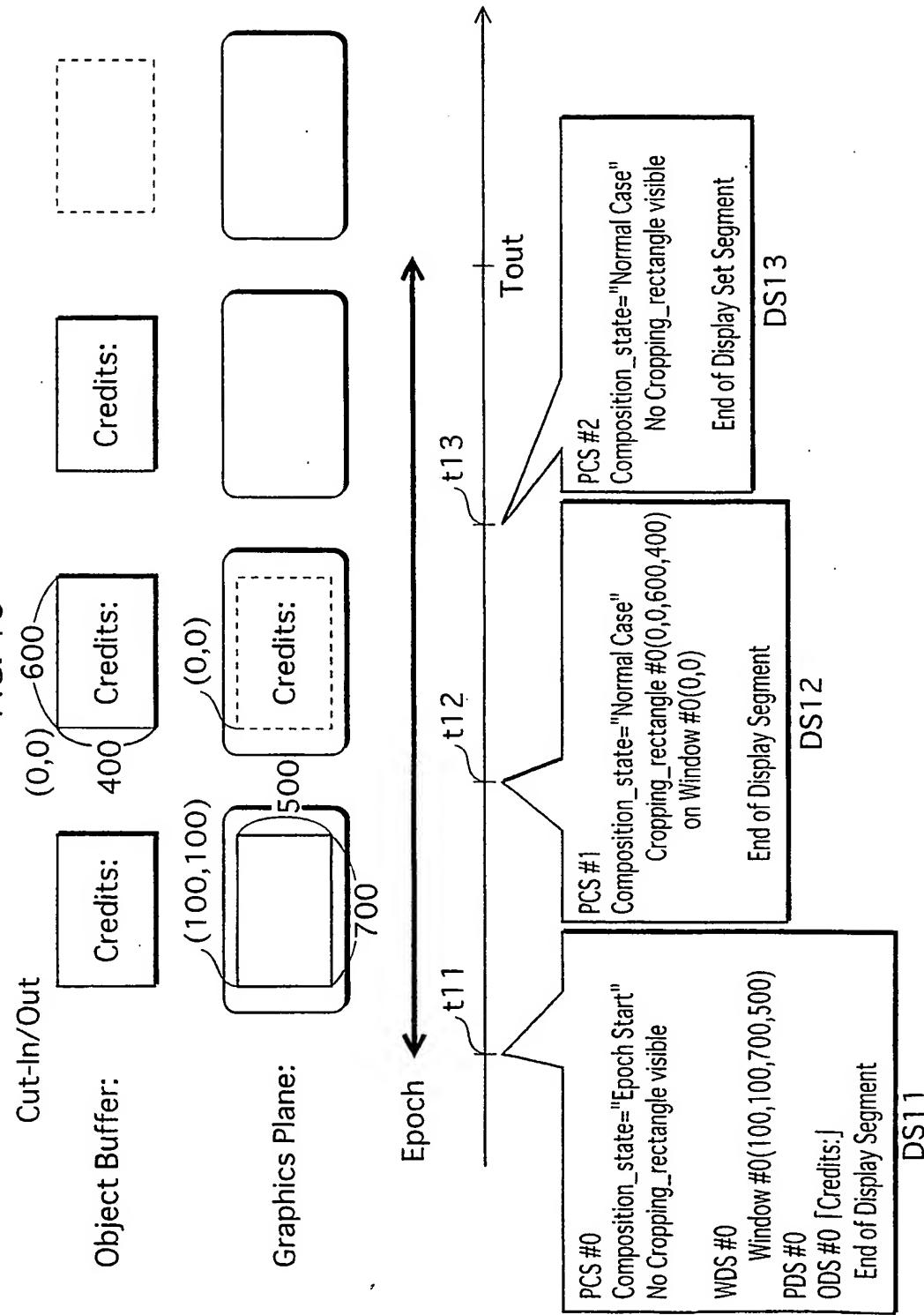


FIG. 13



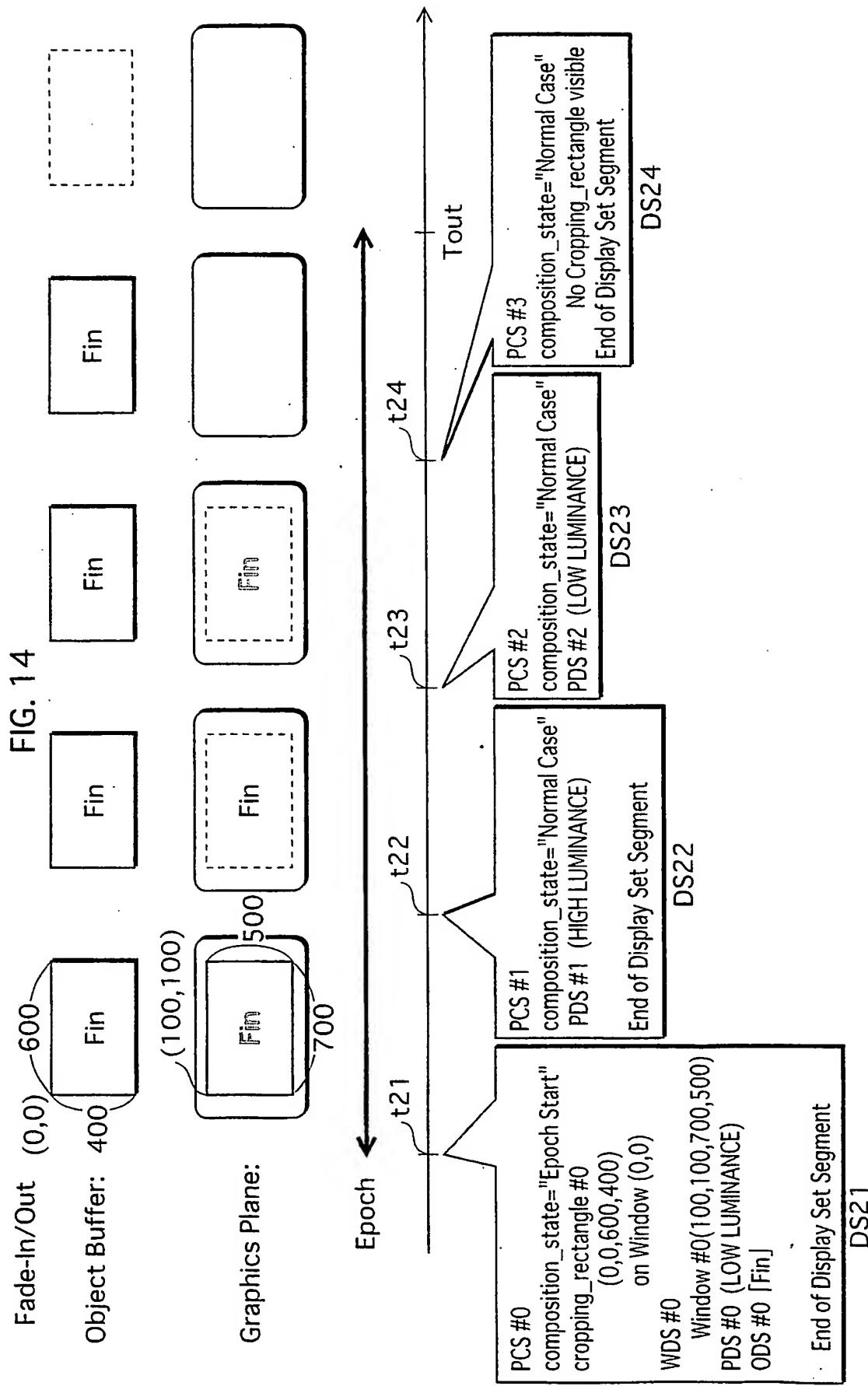
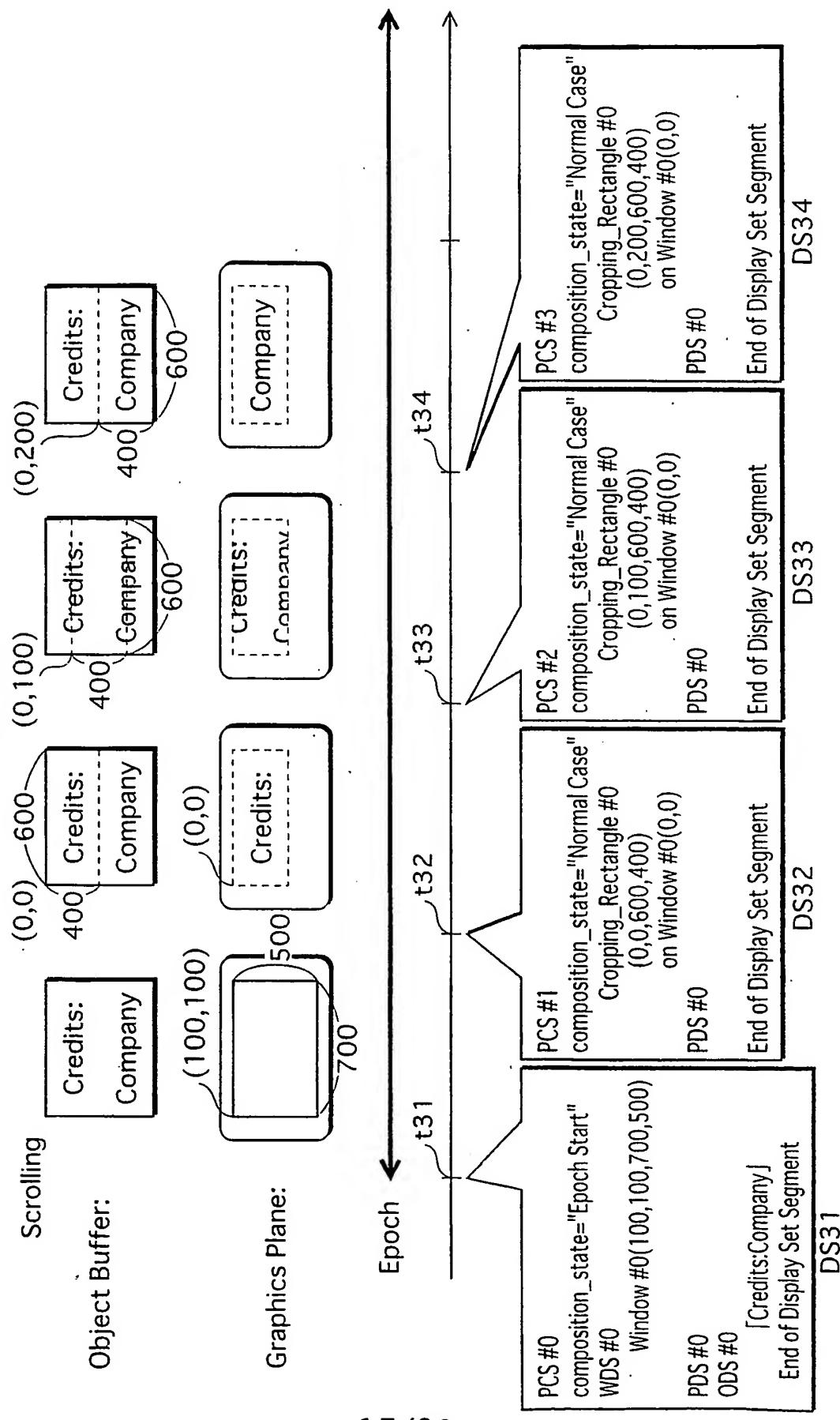


FIG. 15



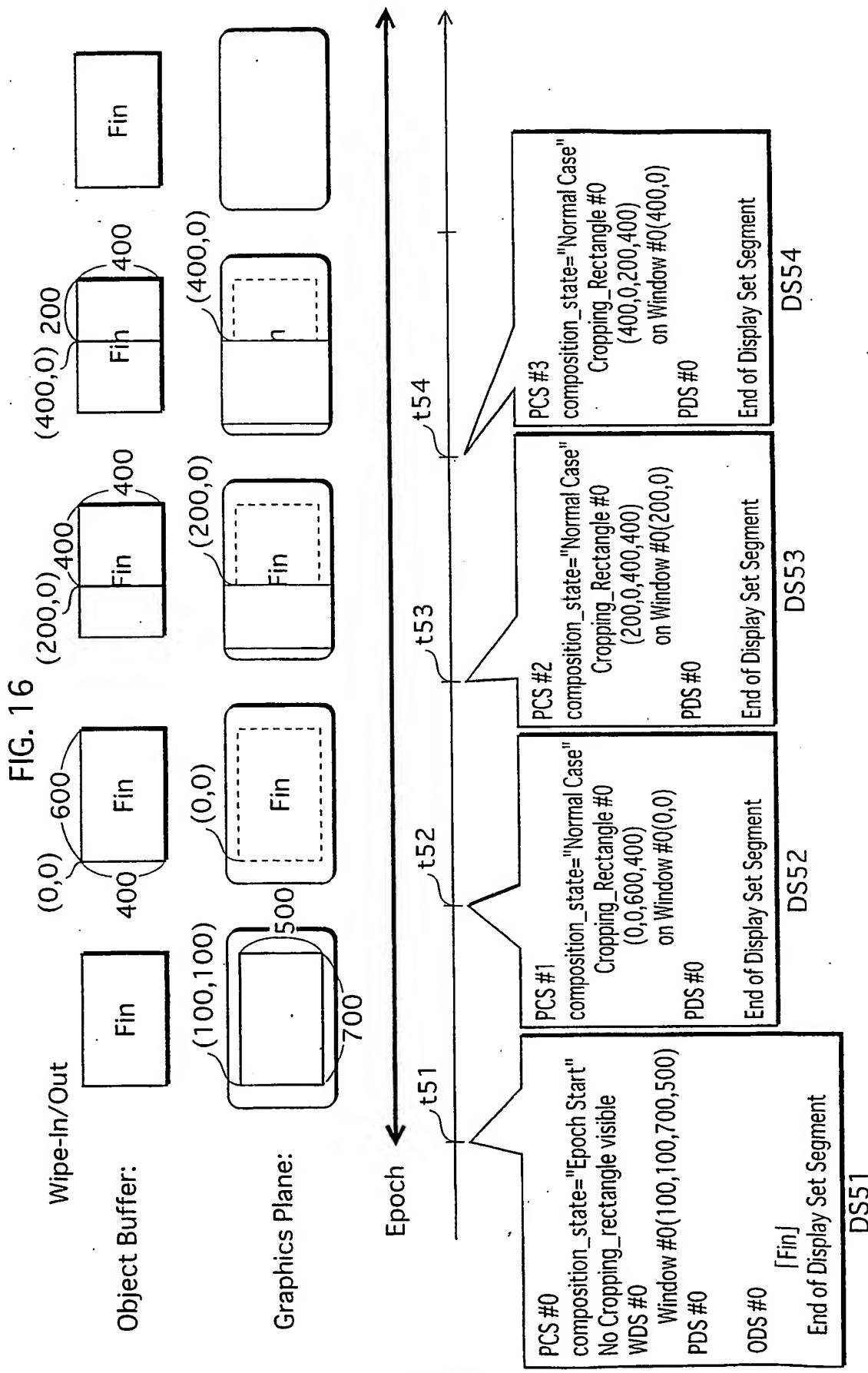
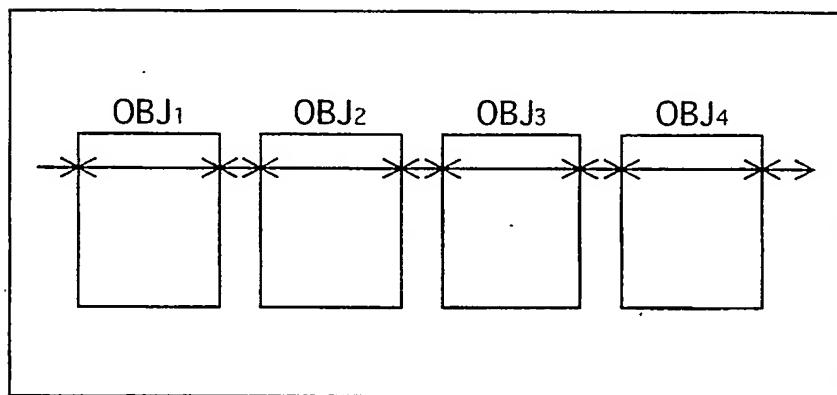
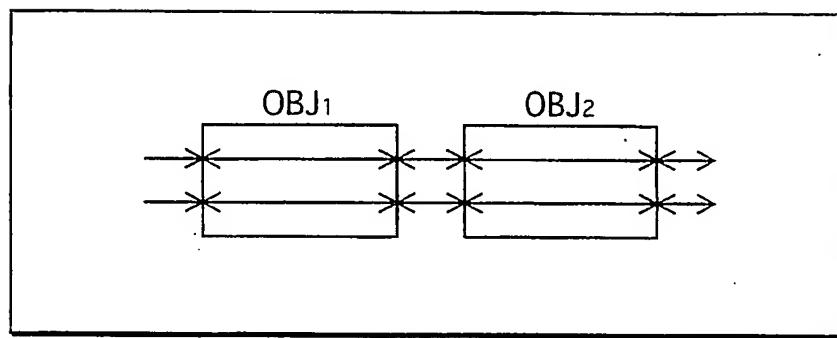


FIG. 17

OBJECT BUFFER



X: EDGE

FIG. 18
 $\text{PTS}(\text{DSn[PCS]}) \geq \text{DTS}(\text{DSn[PCS]}) + \text{DECODEDURATION}(\text{DSn})$

Where:

- $\text{DECODEDURATION}(\text{DSn})$ is calculated as follows:

```

decode_duration = 0 ;
decode_duration += PLANEINITIALIZATIONTIME( DSn ) ;
if( DSn. PCS. num_of_objects == 2 )
{
    decode_duration += WAIT( DSn, DSn. PCS. OBJ[0], decode_duration ) ;
    if( DSn. PCS. OBJ[0]. window_id == DSn. PCS. OBJ[1]. window_id )
    {
        decode_duration += WAIT( DSn, DSn. PCS. OBJ[1], decode_duration ) ;
        decode_duration += 90000*( SIZE( DSn. PCS. OBJ[0]. window_id )//256*106 ) ;
    }
    else
    {
        decode_duration += 90000*( SIZE( DSn. PCS. OBJ[0]. window_id )//256*106 ) ;
        decode_duration += WAIT( DSn, DSn. PCS. OBJ[1], decode_duration ) ;
        decode_duration += 90000*( SIZE( DSn. PCS. OBJ[1]. window_id )//256*106 ) ;
    }
}
else if( DSn. PCS. num_of_objects == 1 )
{
    decode_duration += WAIT( DSn, DSn. PCS. OBJ[0], decode_duration ) ;
    decode_duration += 90000*( SIZE( DSn. PCS. OBJ[0]. window_id )//256*106 ) ;
}
return decode_duration ;

```

- $\text{PLANEINITIALIZATIONTIME}(\text{DSn})$ is calculated as follows:

```

initialize_duration=0 ;
if( DSn. PCS. composition_state== EPOCH_START )
{
    initialize_duration = 90000*( 8*video_width*video_height//256*106 ) ;
}
else
{
    for( i=0 ; i < WDS. num_windows ; i++ )
    {
        if( EMPTY(DSn.WDS.WIN[i],DSn) )
            initialize_duration += 90000*( SIZE( DSn. WDS. WIN[i] )//256*106 ) ;
    }
}
return initialize_duration ;

```

- $\text{WAIT}(\text{DSn}, \text{OBJ}, \text{current_duration})$ is calculated as follows:

```

wait_duration = 0 ;
if( EXISTS( OBJ. object_id, DSn ) )
{
    object_definition_ready_time = PTS( GET( OBJ. object_id, DSn ) ) ;
    current_time = DTS( DSn. PCS )+current_duration ;
    if( current_time < object_definition_ready_time )
        wait_duration += object_definition_ready_time - current_time ) ;
}
return wait_duration ;

```

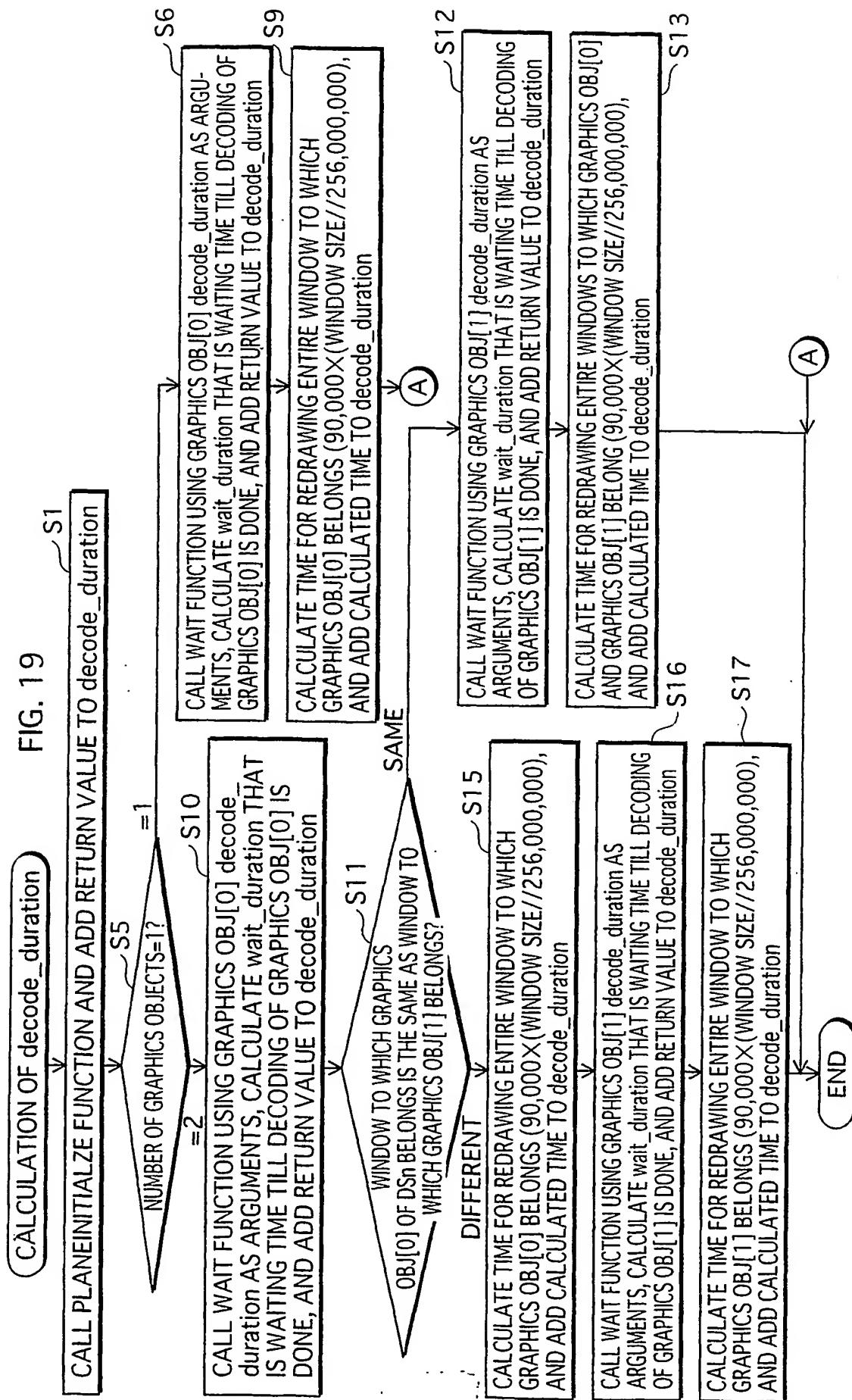


FIG. 20A

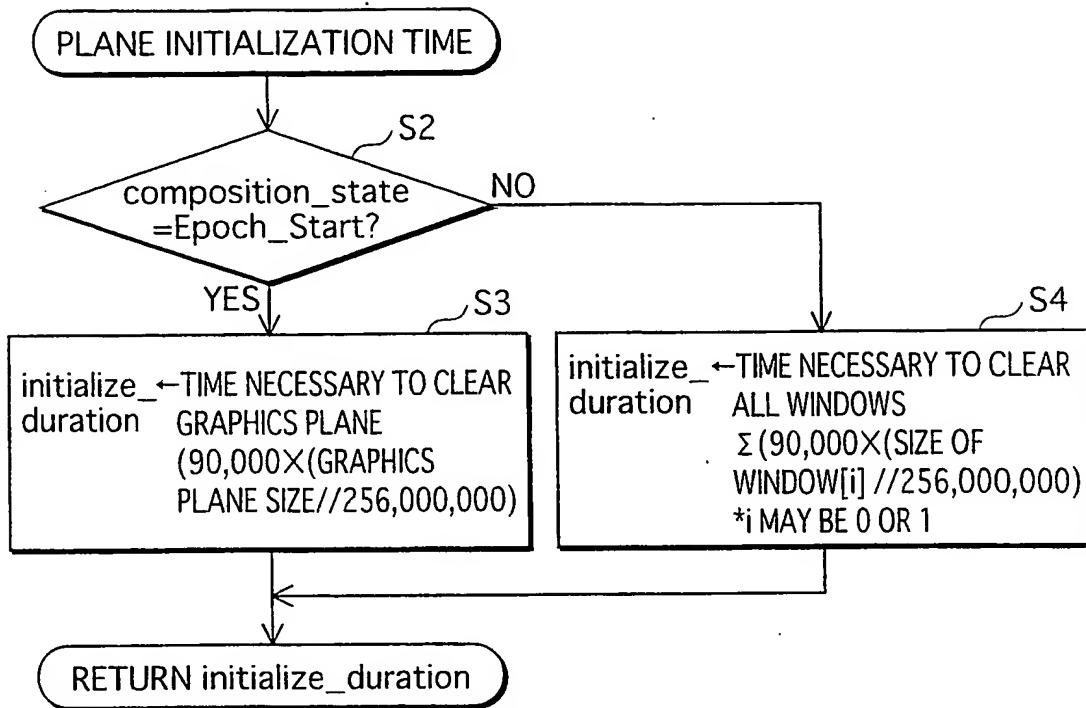


FIG. 20B

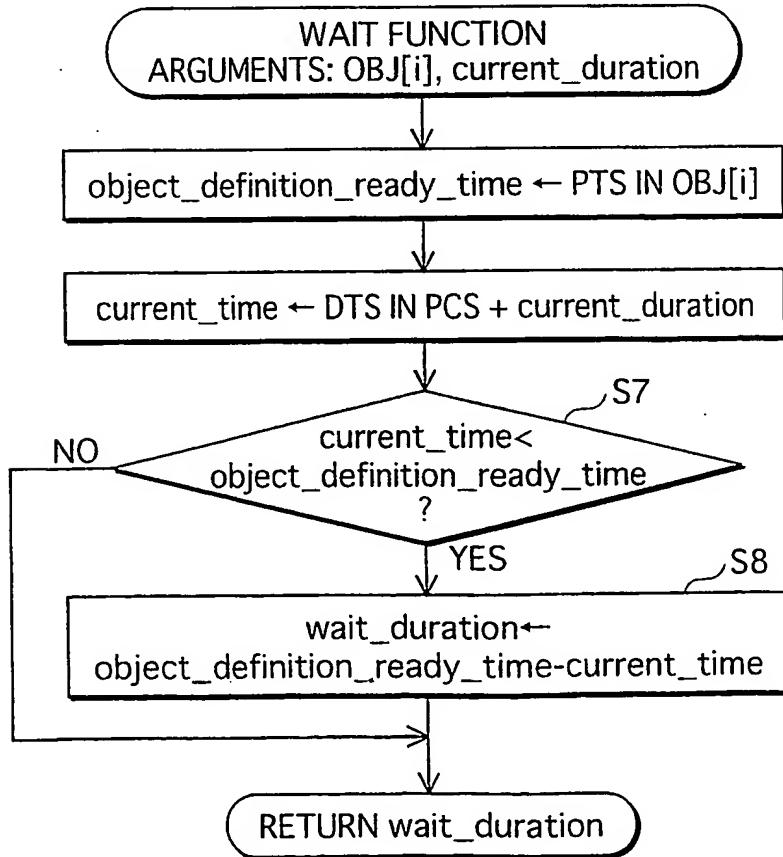


FIG. 21A

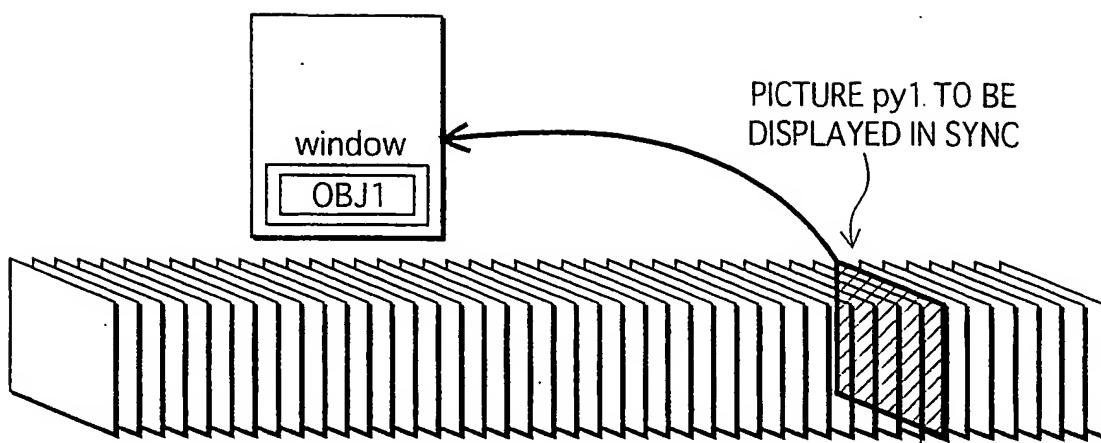


FIG. 21B.

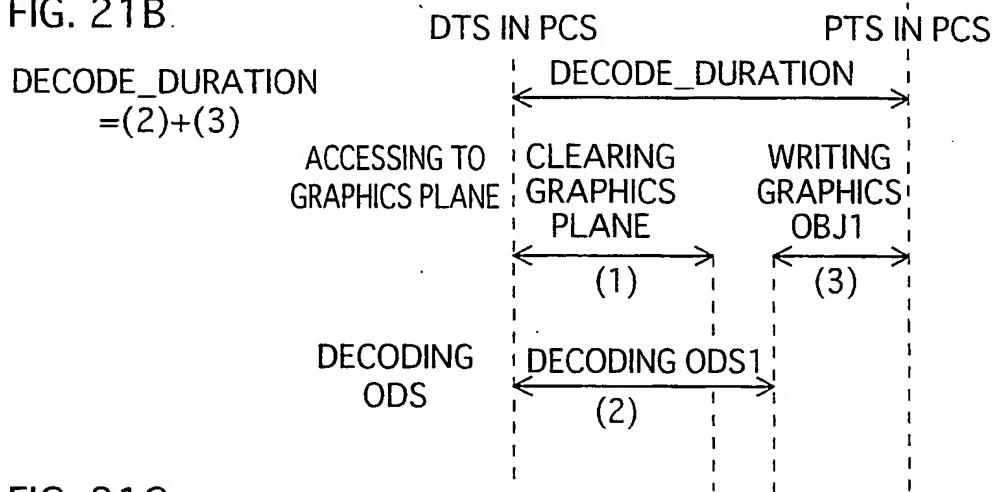


FIG. 21C

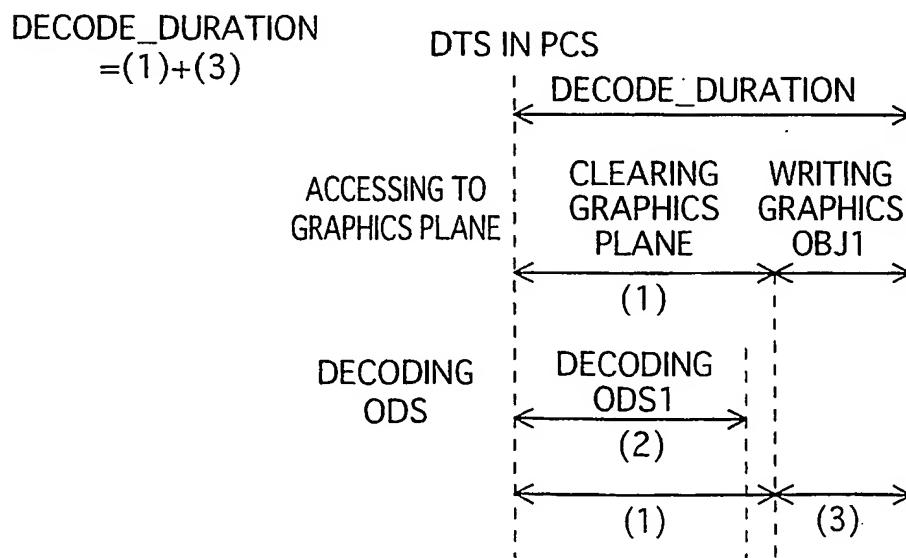


FIG. 22A

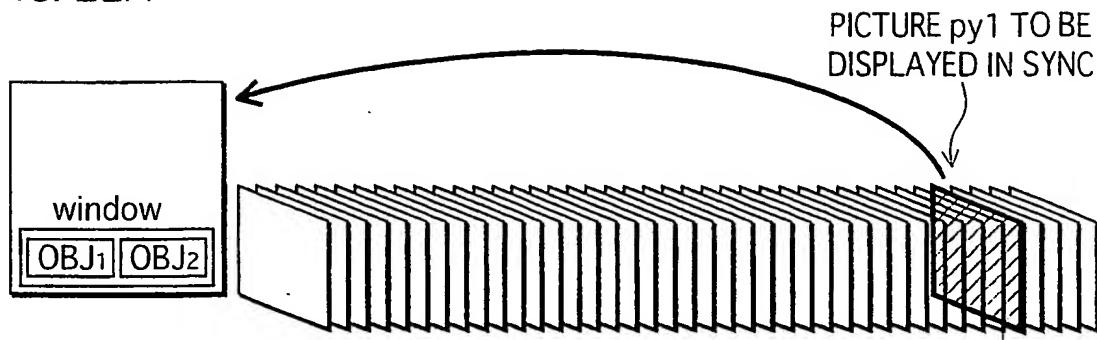


FIG. 22B

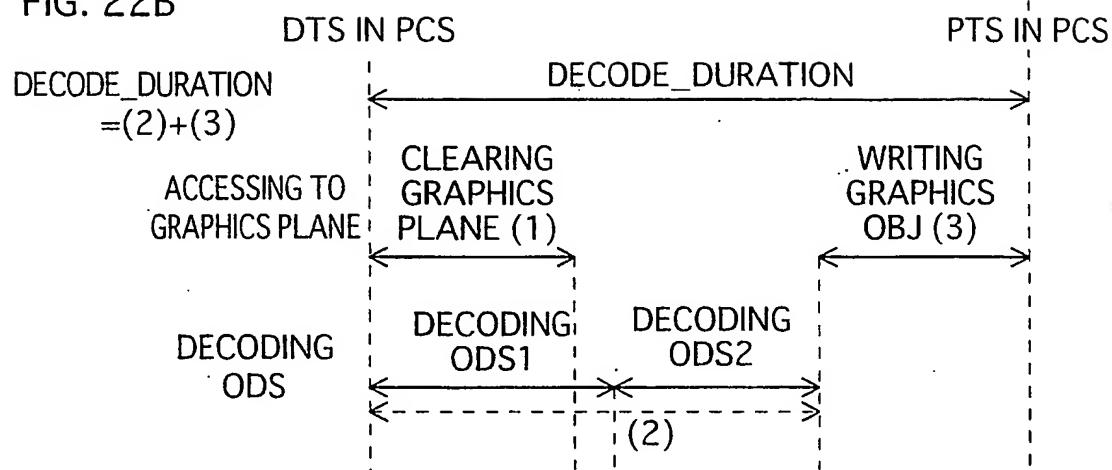
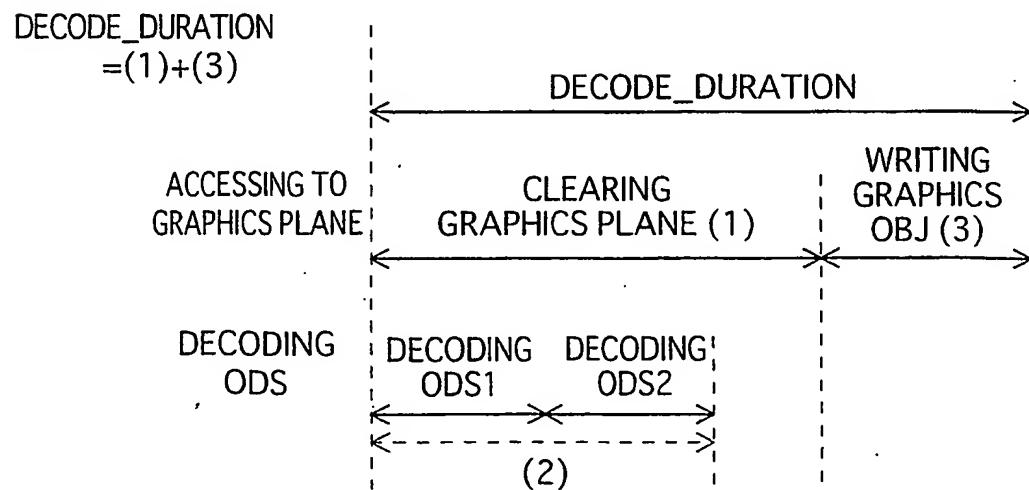


FIG. 22C



PICTURE py1 TO BE
DISPLAYED IN SYNC

FIG. 23A

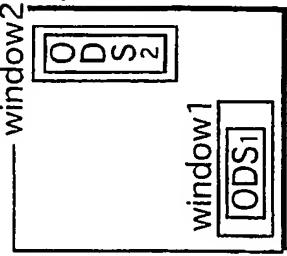


FIG. 23B

DECODE_DURATION
 $= (2) + (32)$

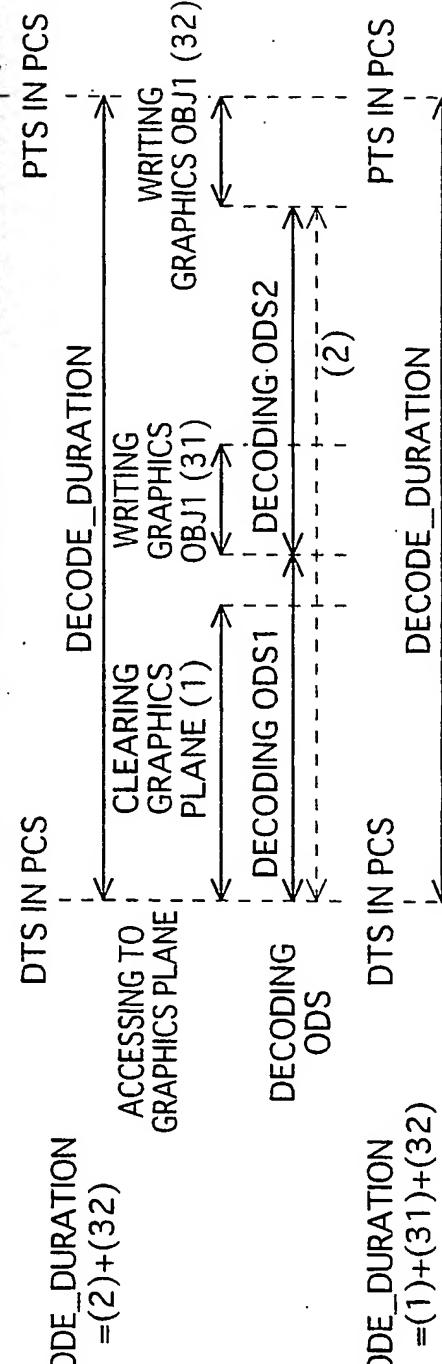


FIG. 23C

DECODE_DURATION
 $= (1) + (31) + (32)$

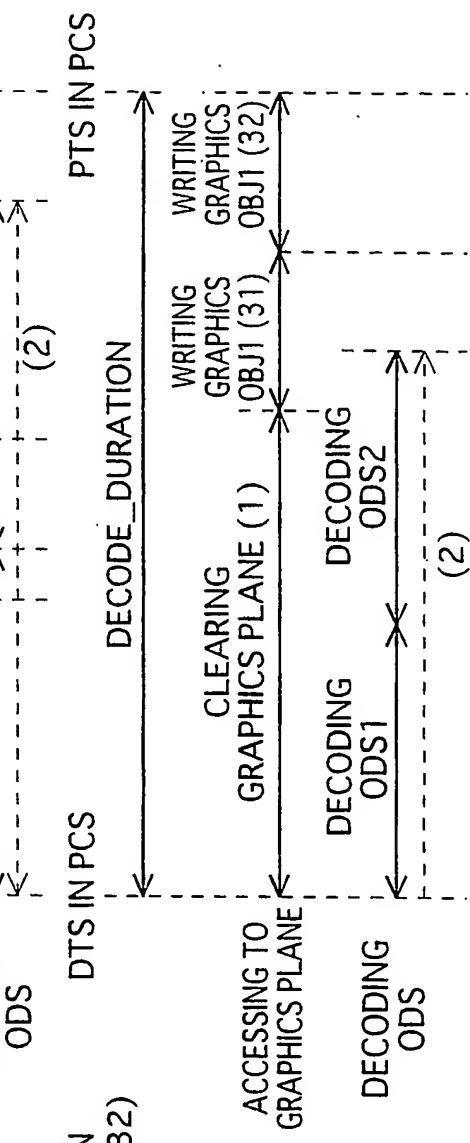


FIG. 24

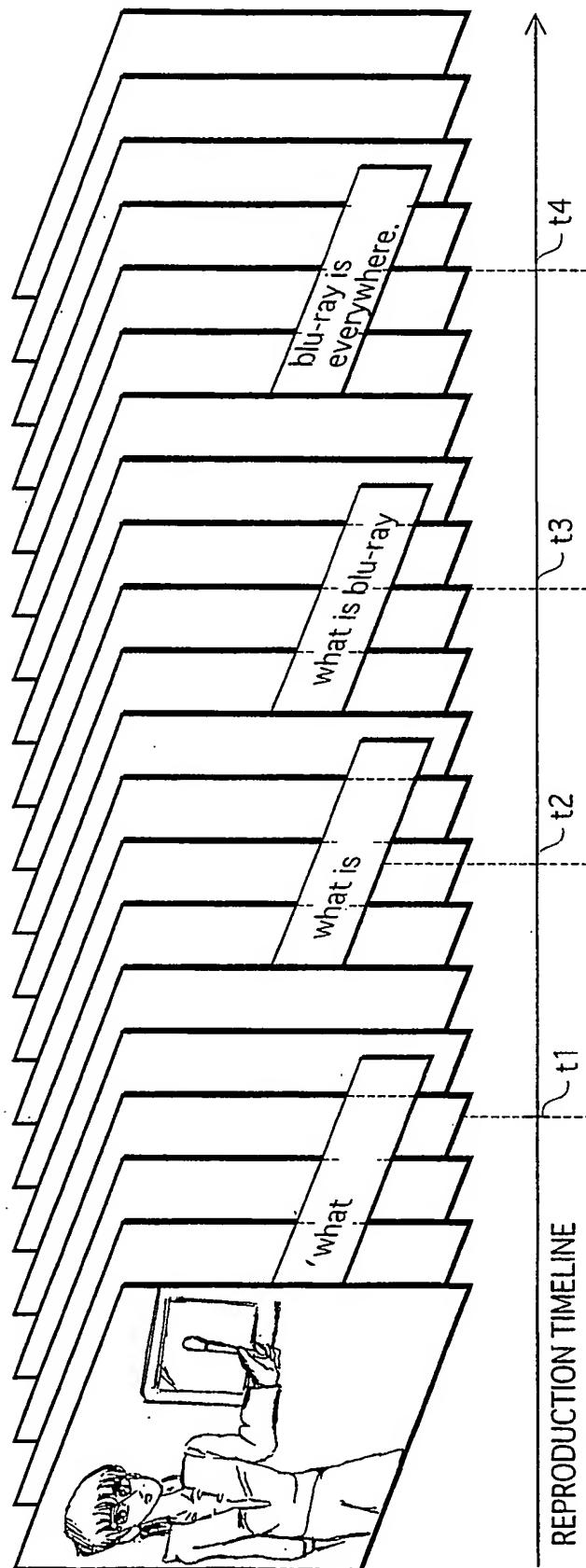


FIG. 25A
 (DS1) PCS1.1-PDS1-END
 ODS1 "what is blu-ray"

(DS3) PCS1.3-END

(DS4) PCS2-ODS2-END
 ODS2 "blu-ray is"
 everywhere

FIG. 25B

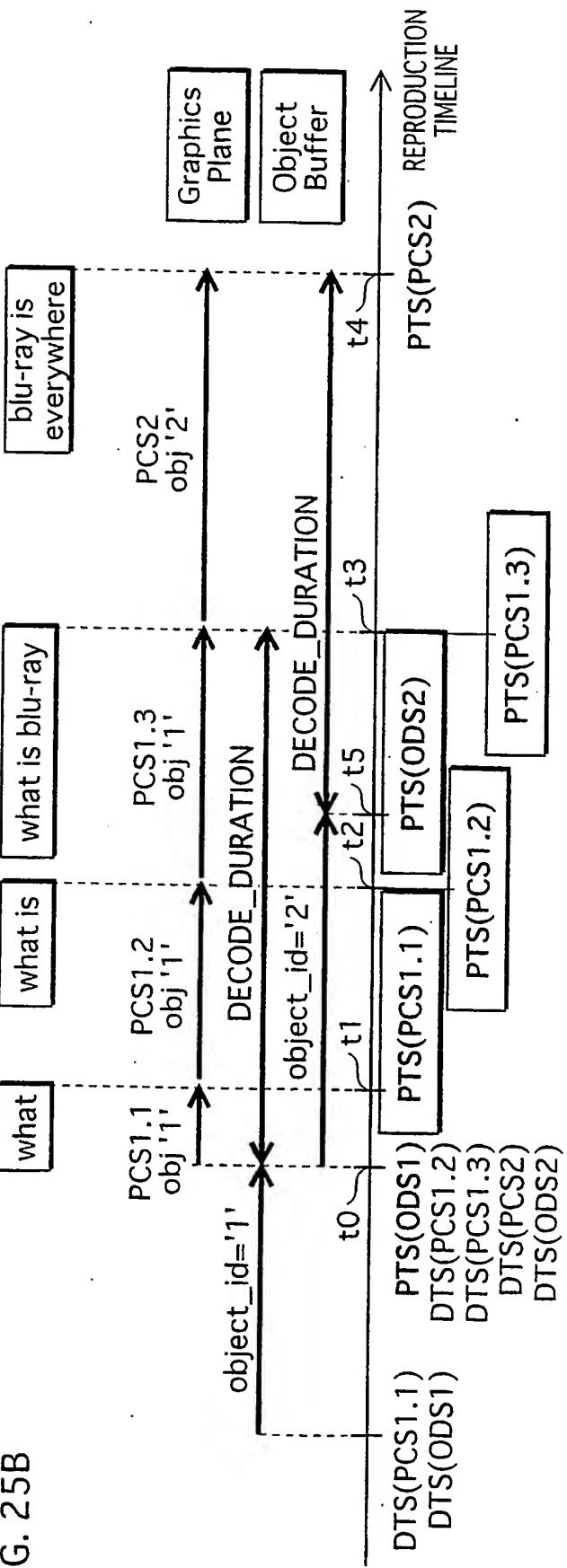


FIG. 26

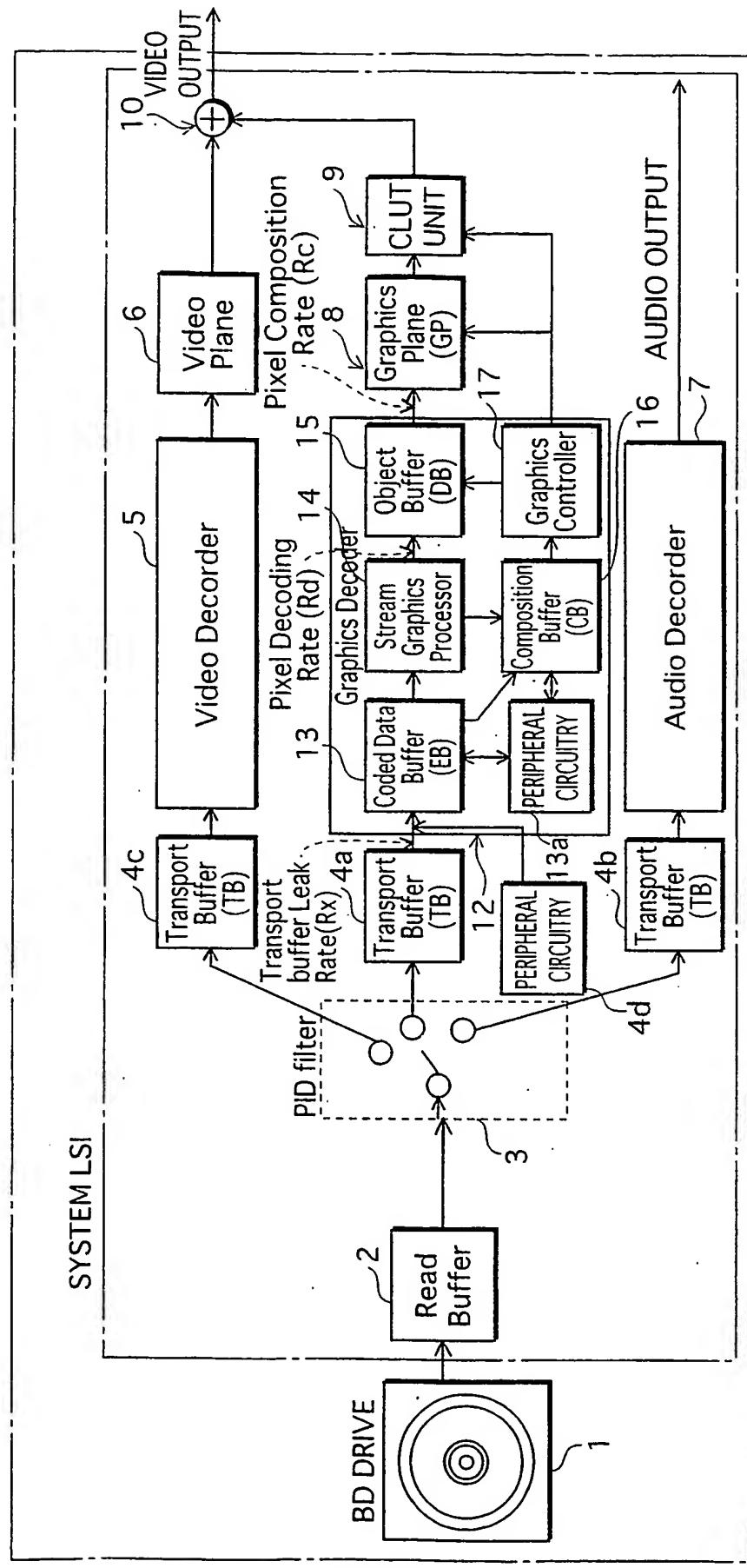


FIG. 27

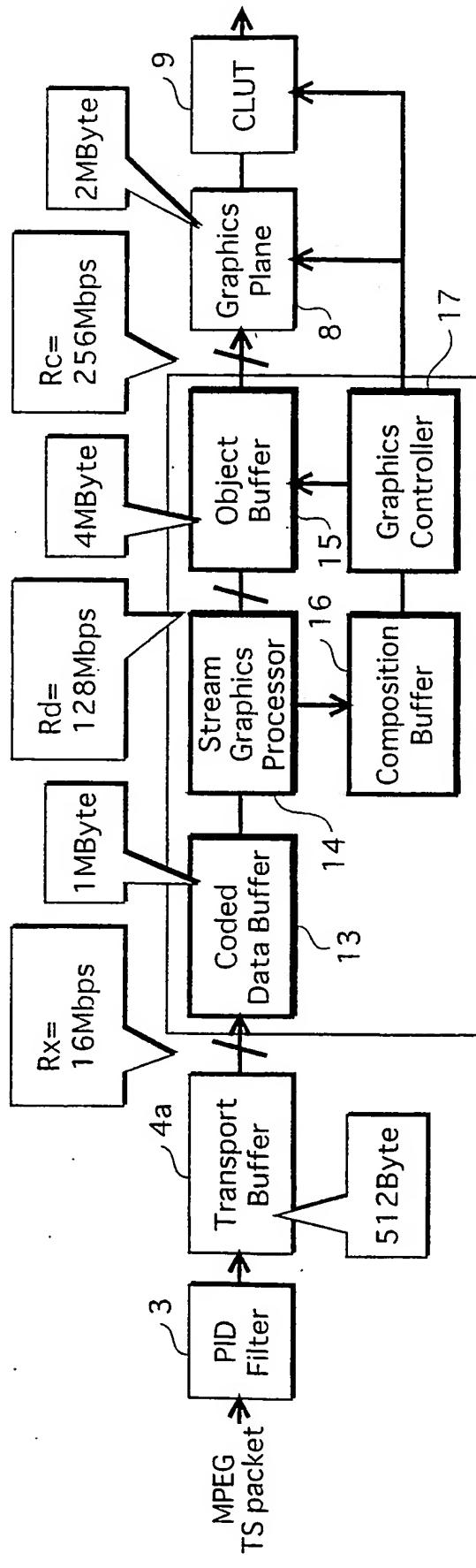


FIG. 28

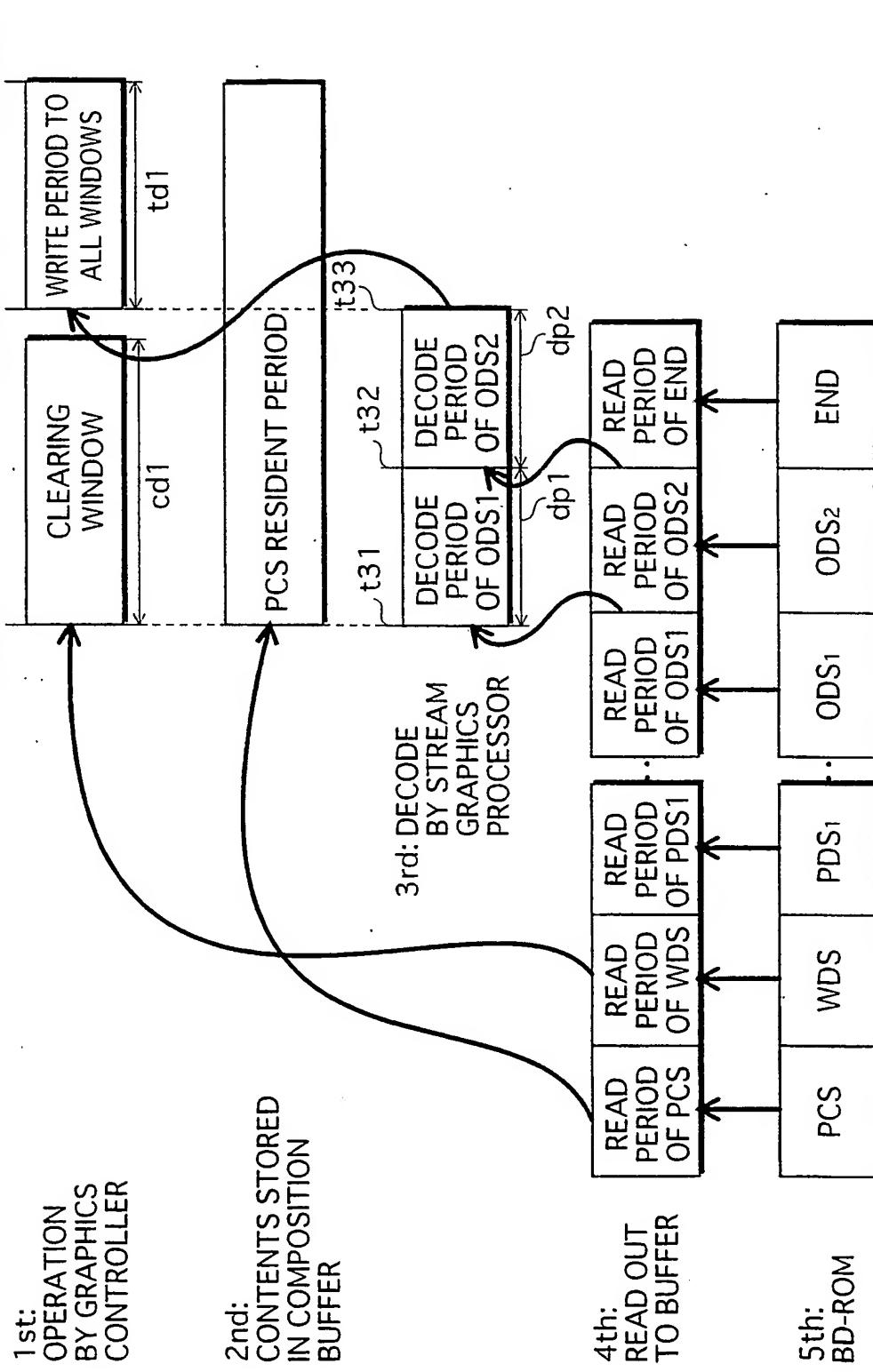
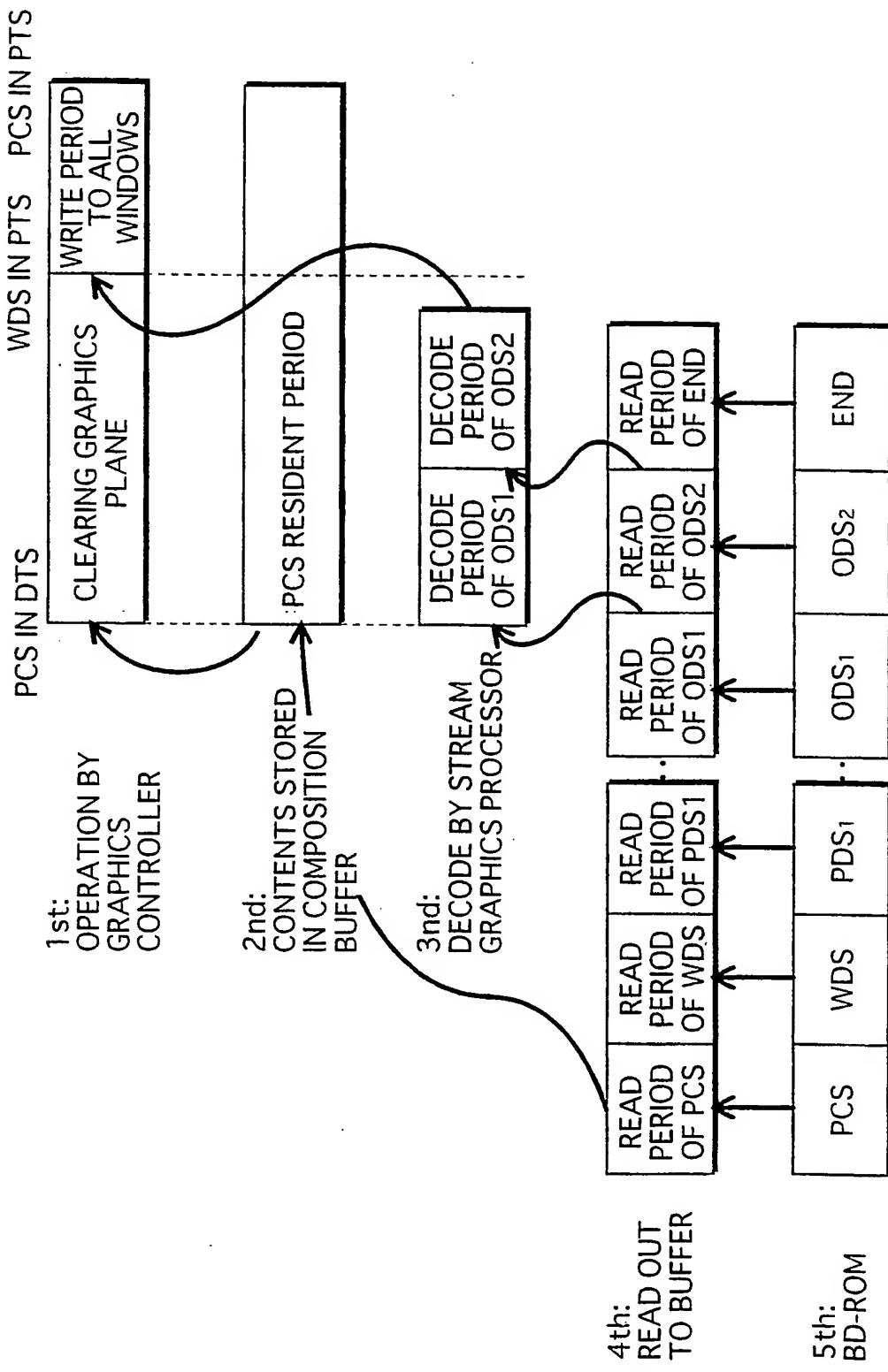


FIG. 29



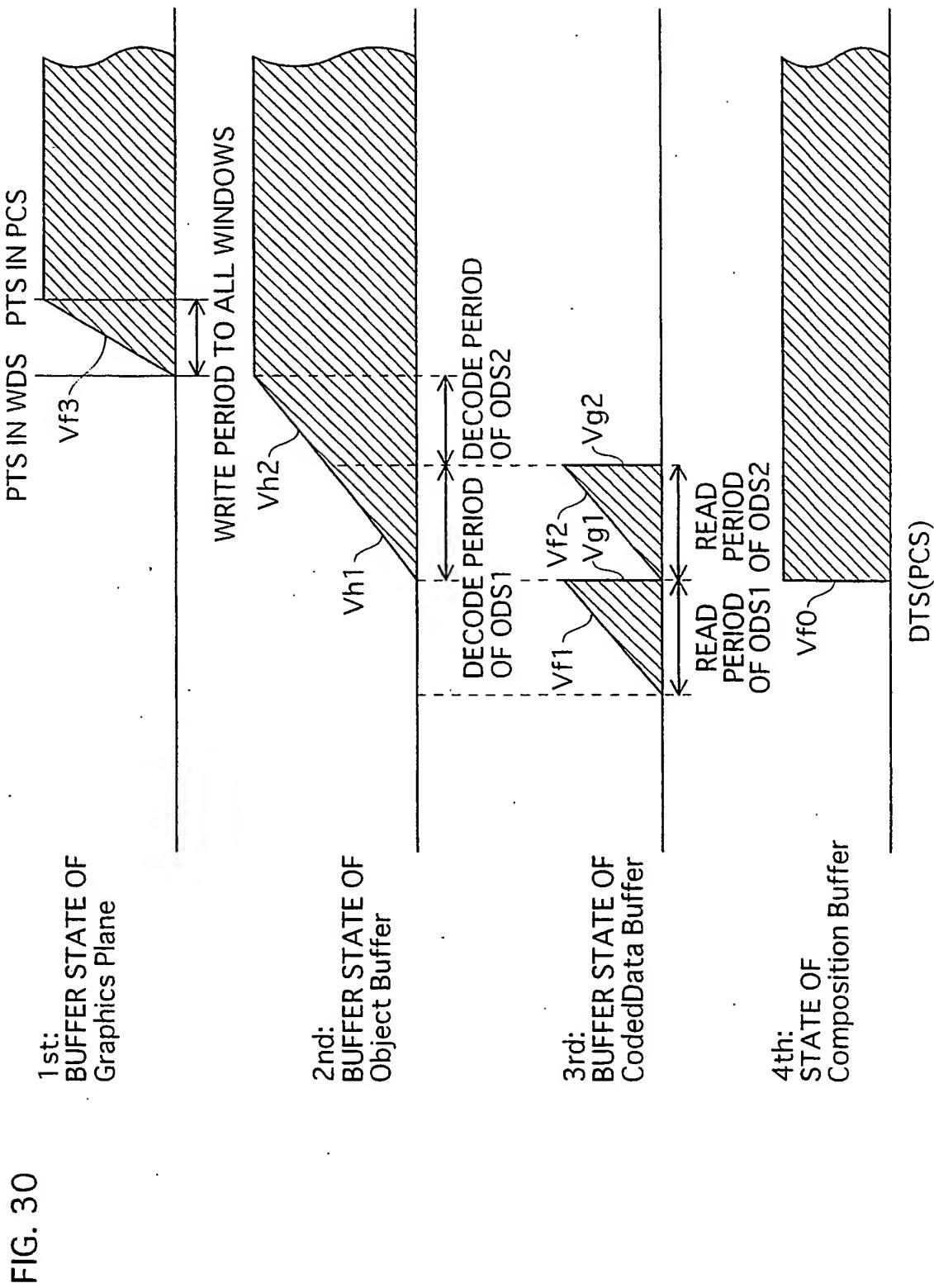
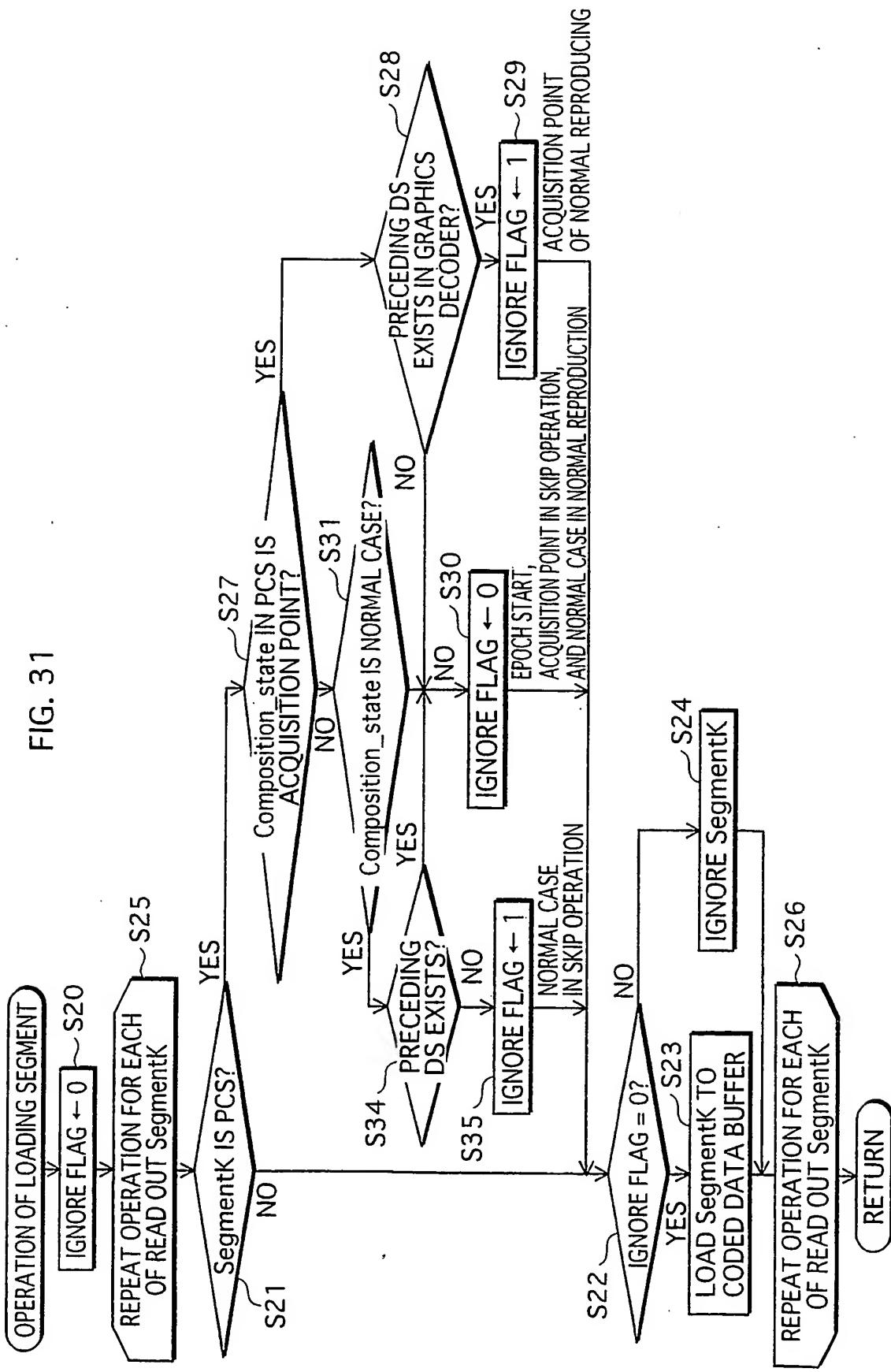


FIG. 31



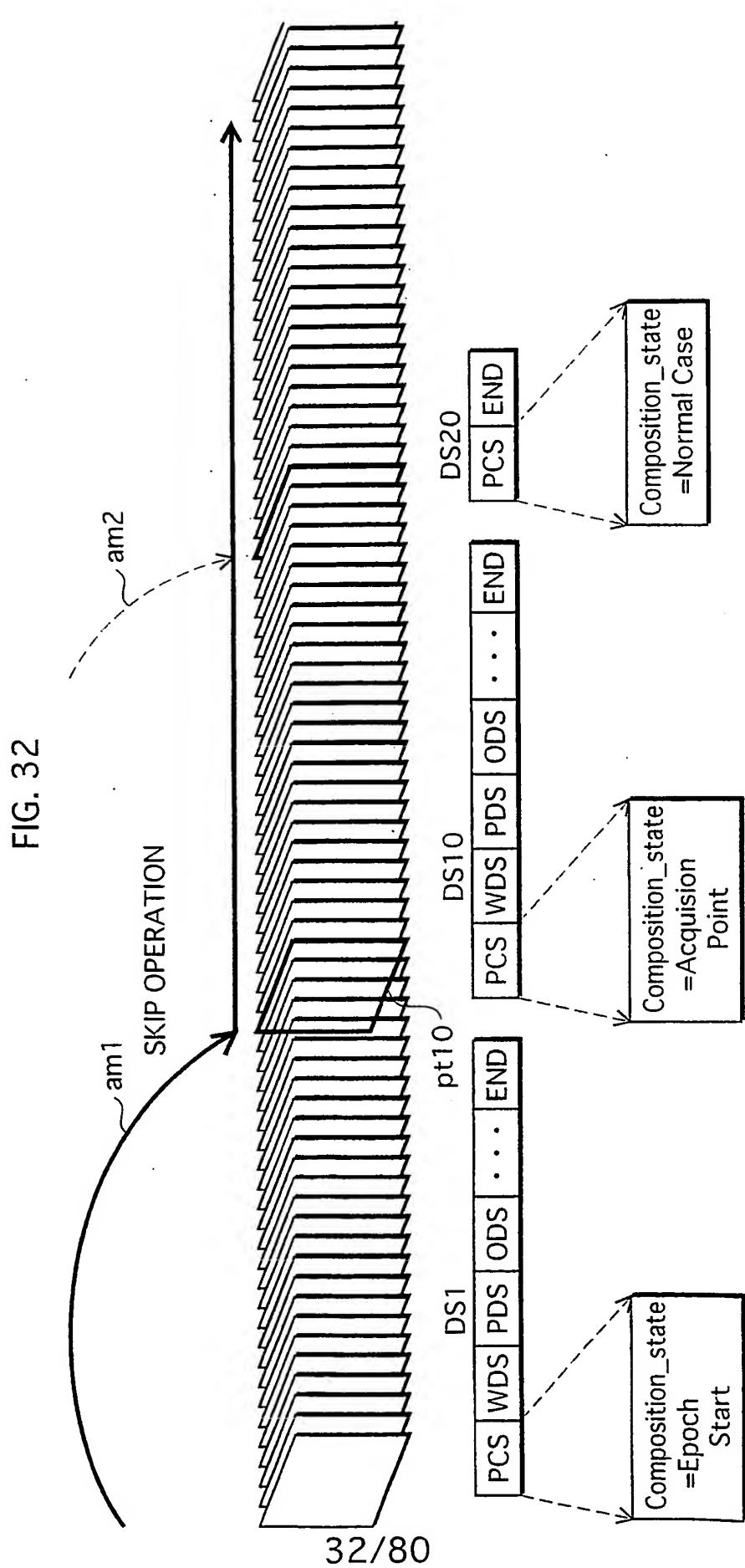


FIG. 33

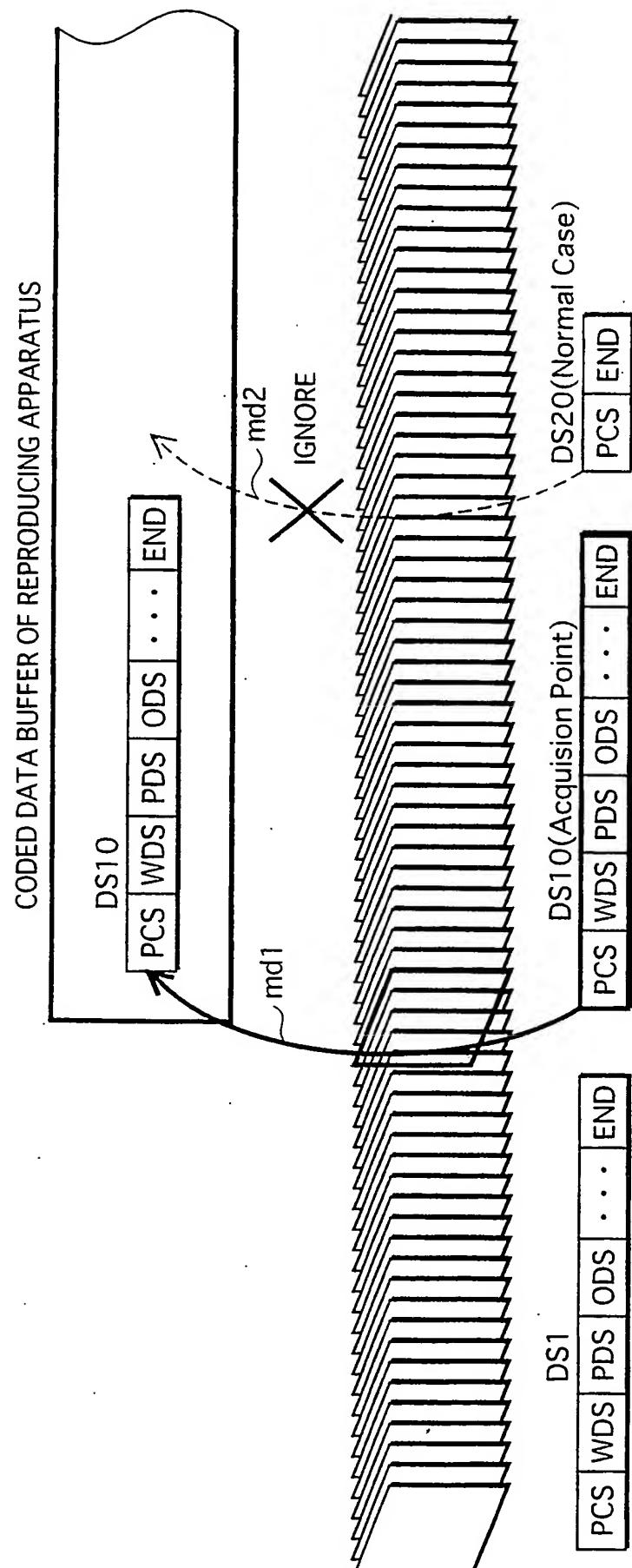


FIG. 34

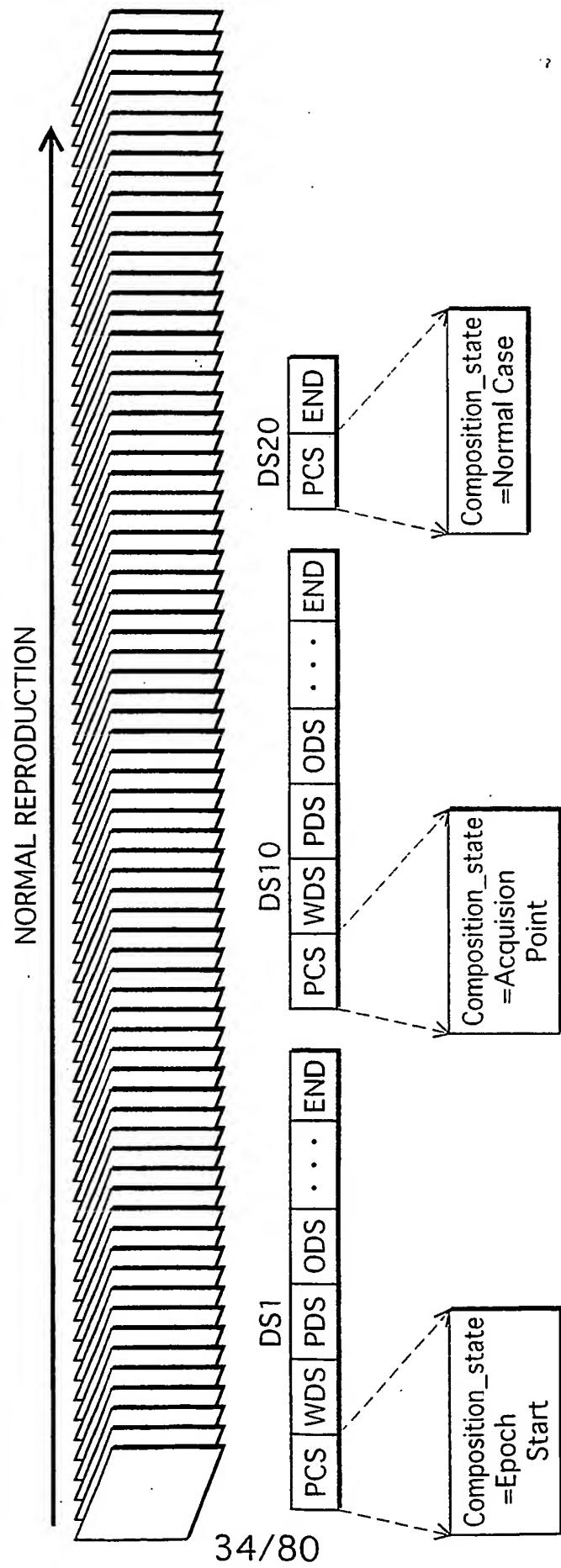


FIG. 35
CODED DATA BUFFER OF REPRODUCING APPARATUS

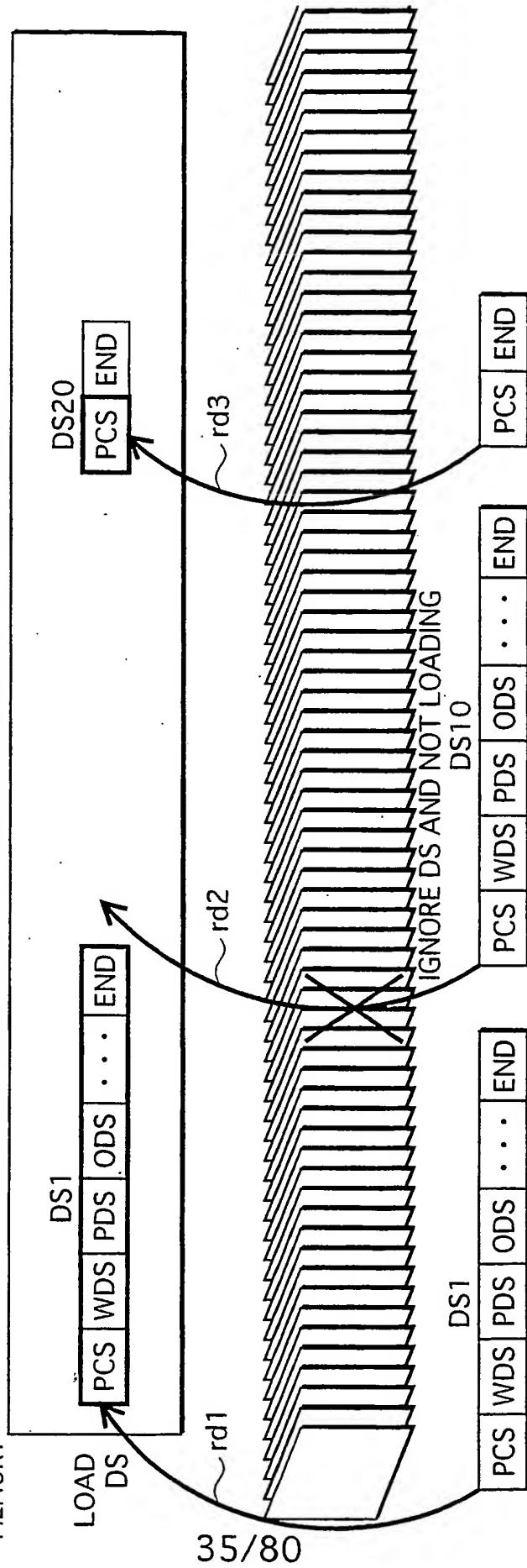


FIG. 36

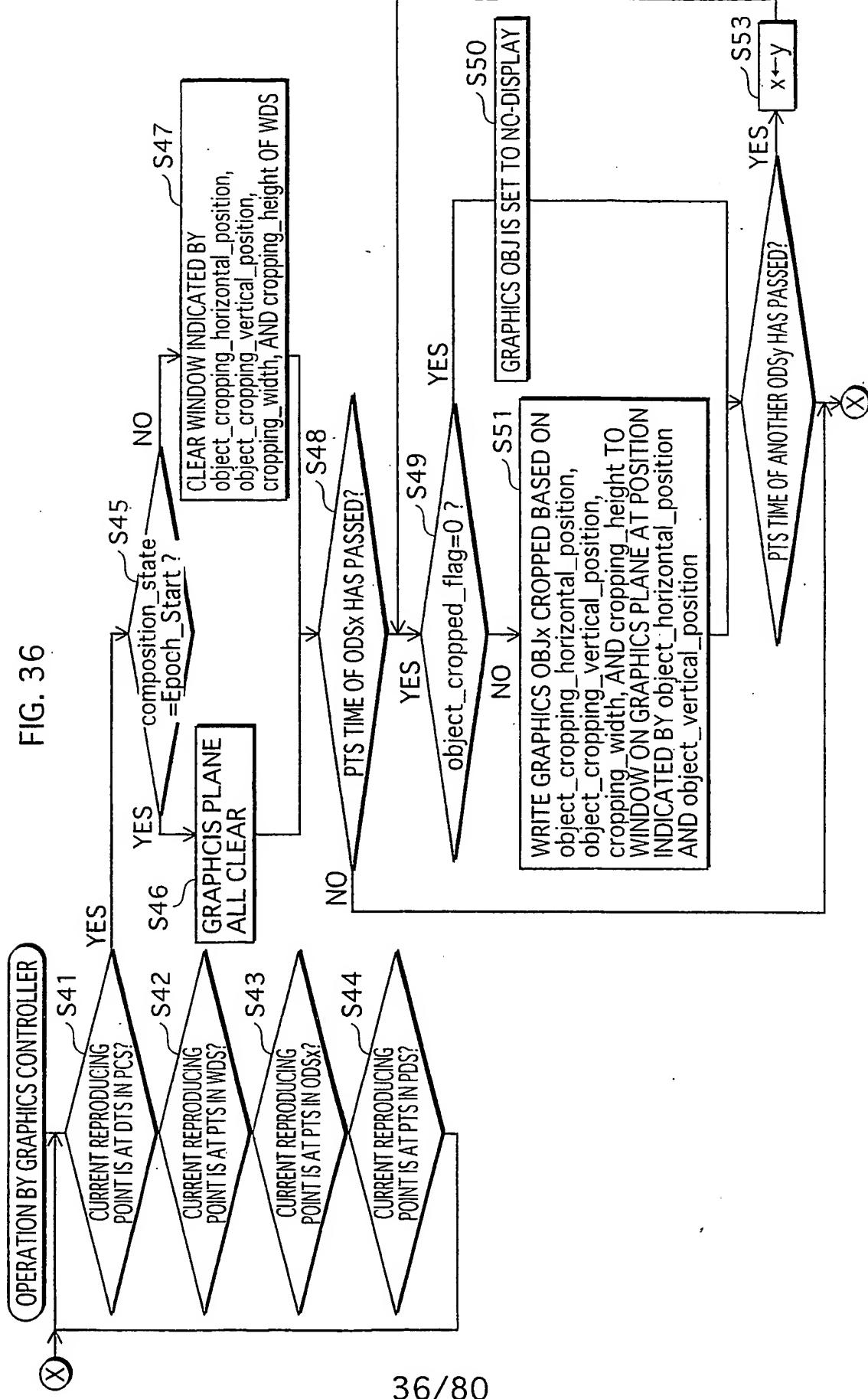


FIG. 37

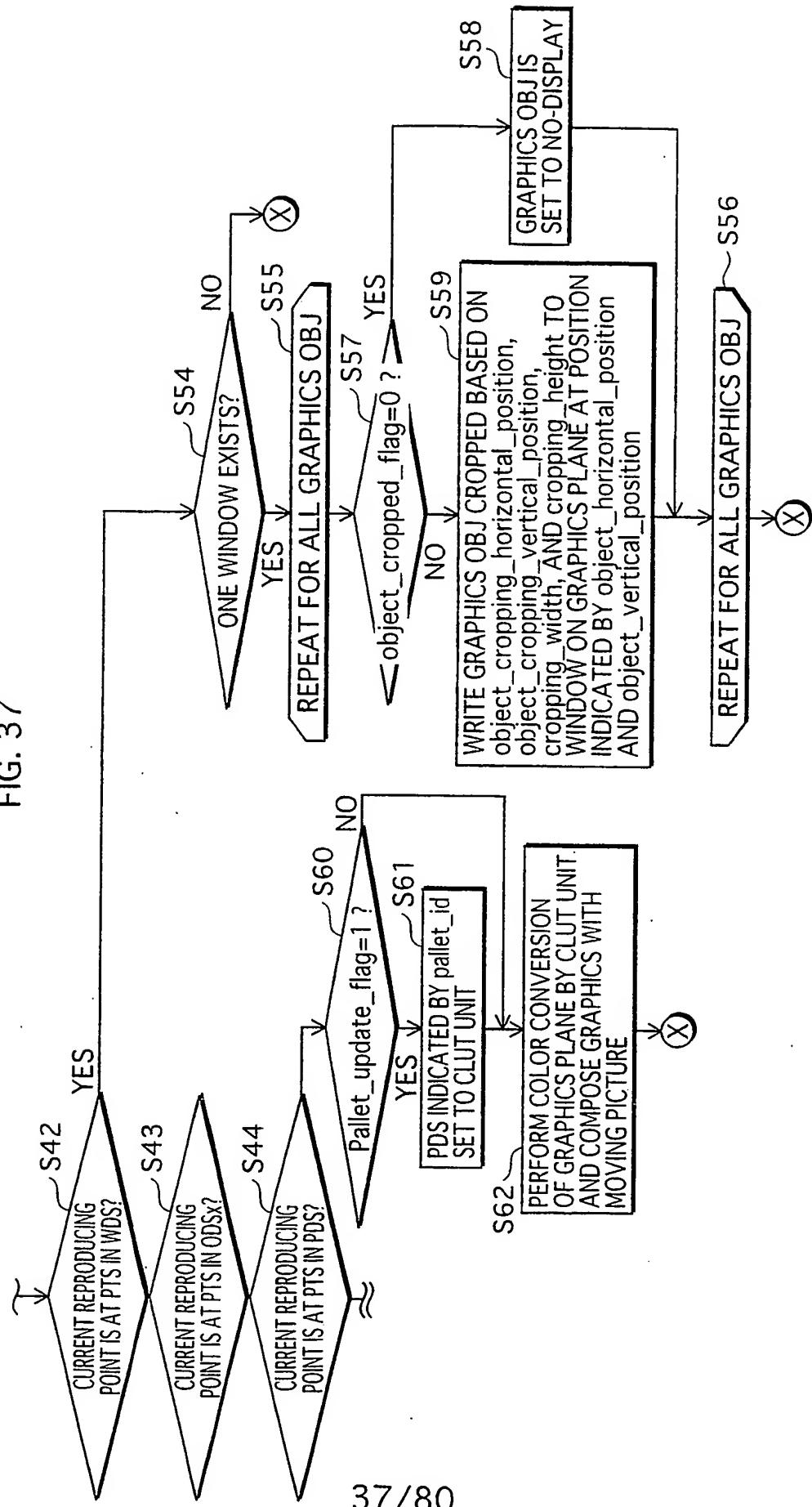


FIG. 38

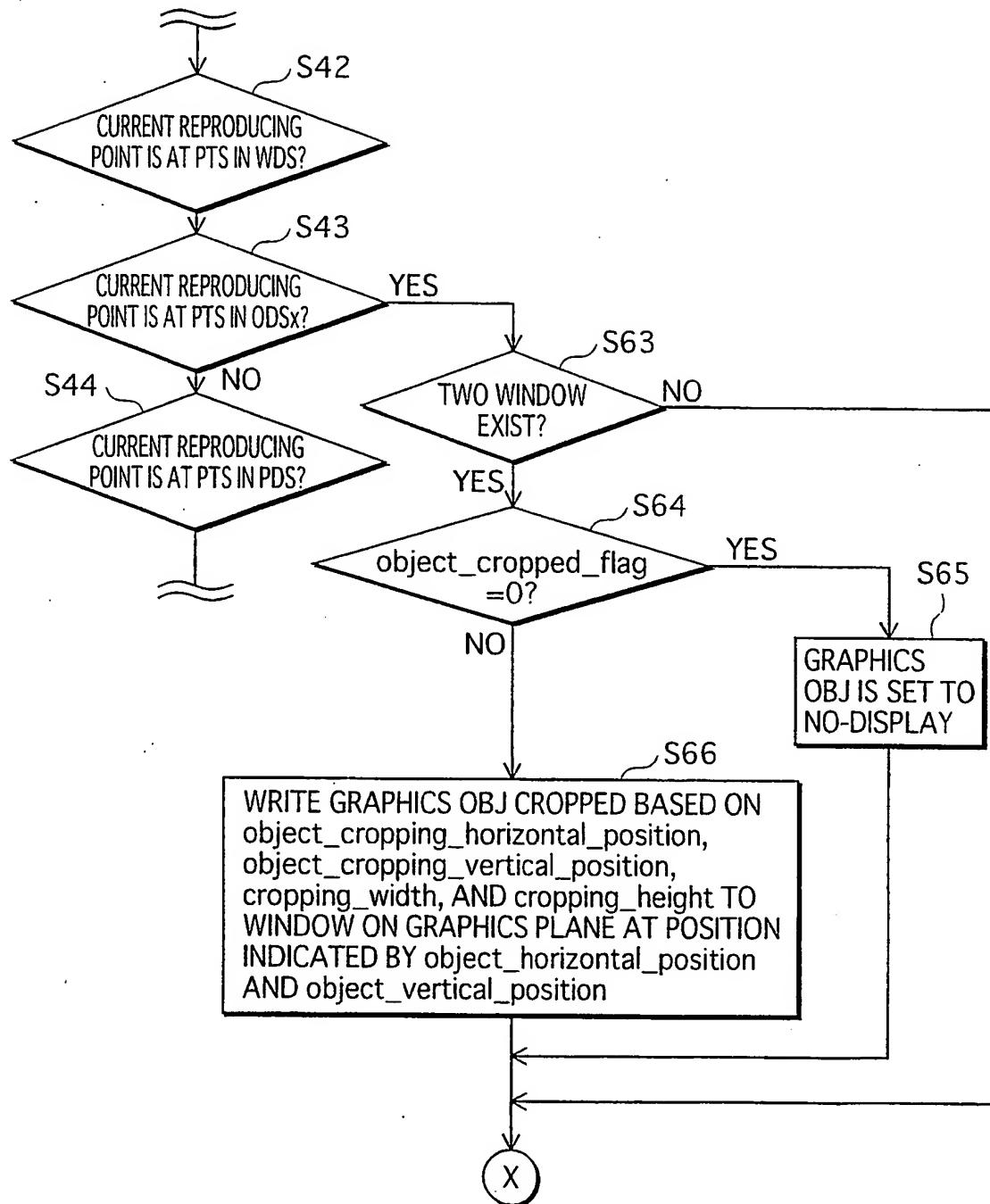


FIG. 39

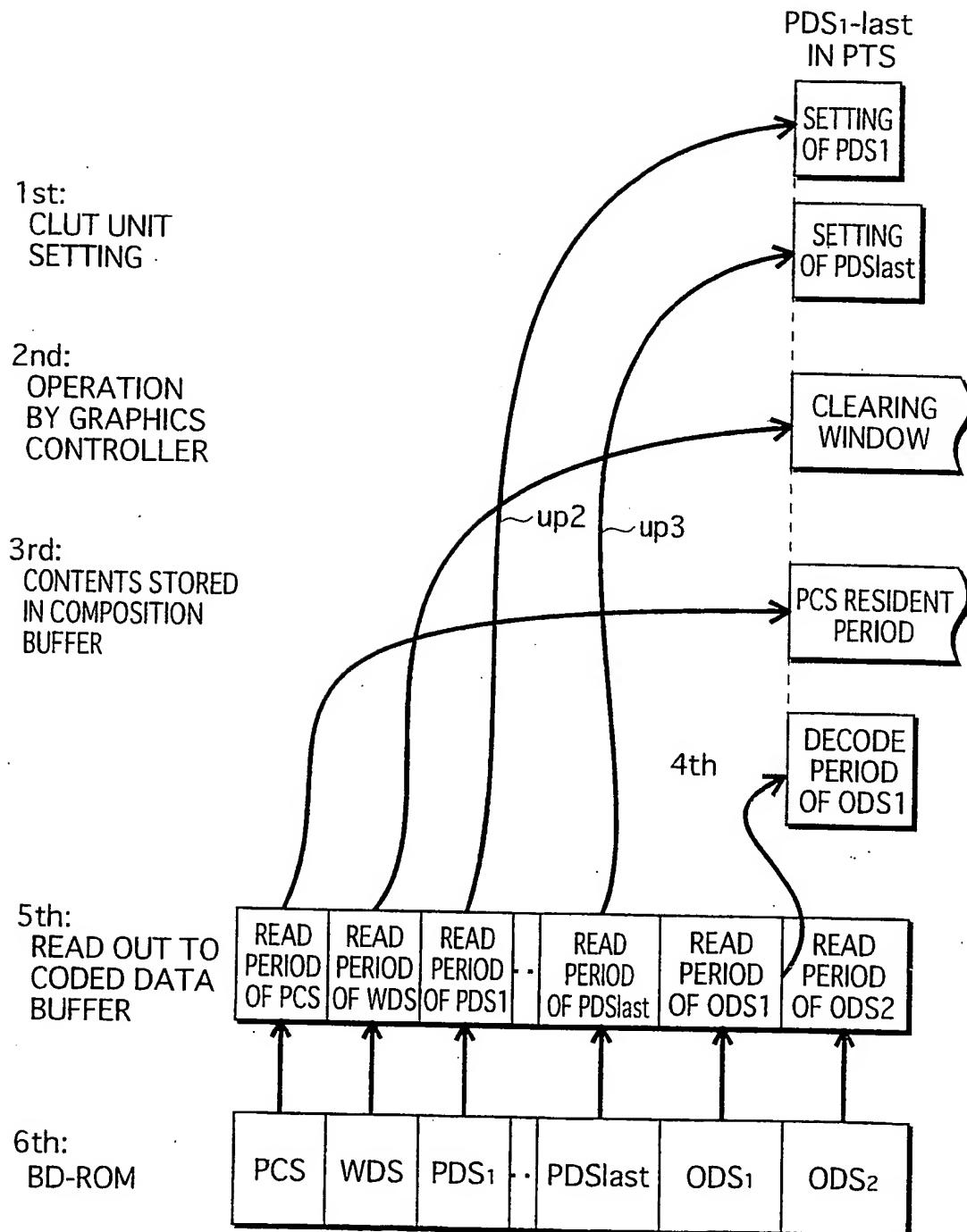
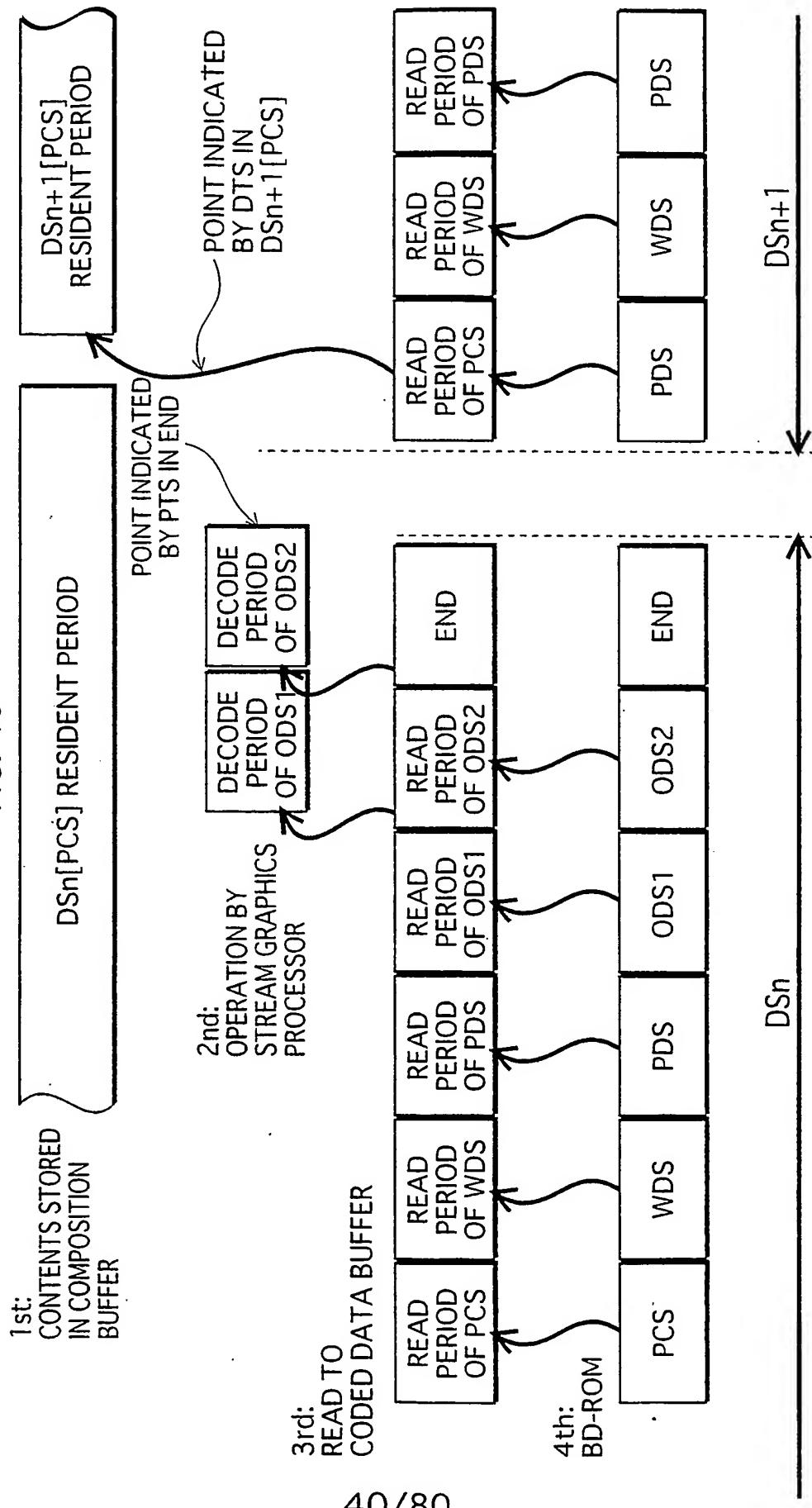


FIG. 40



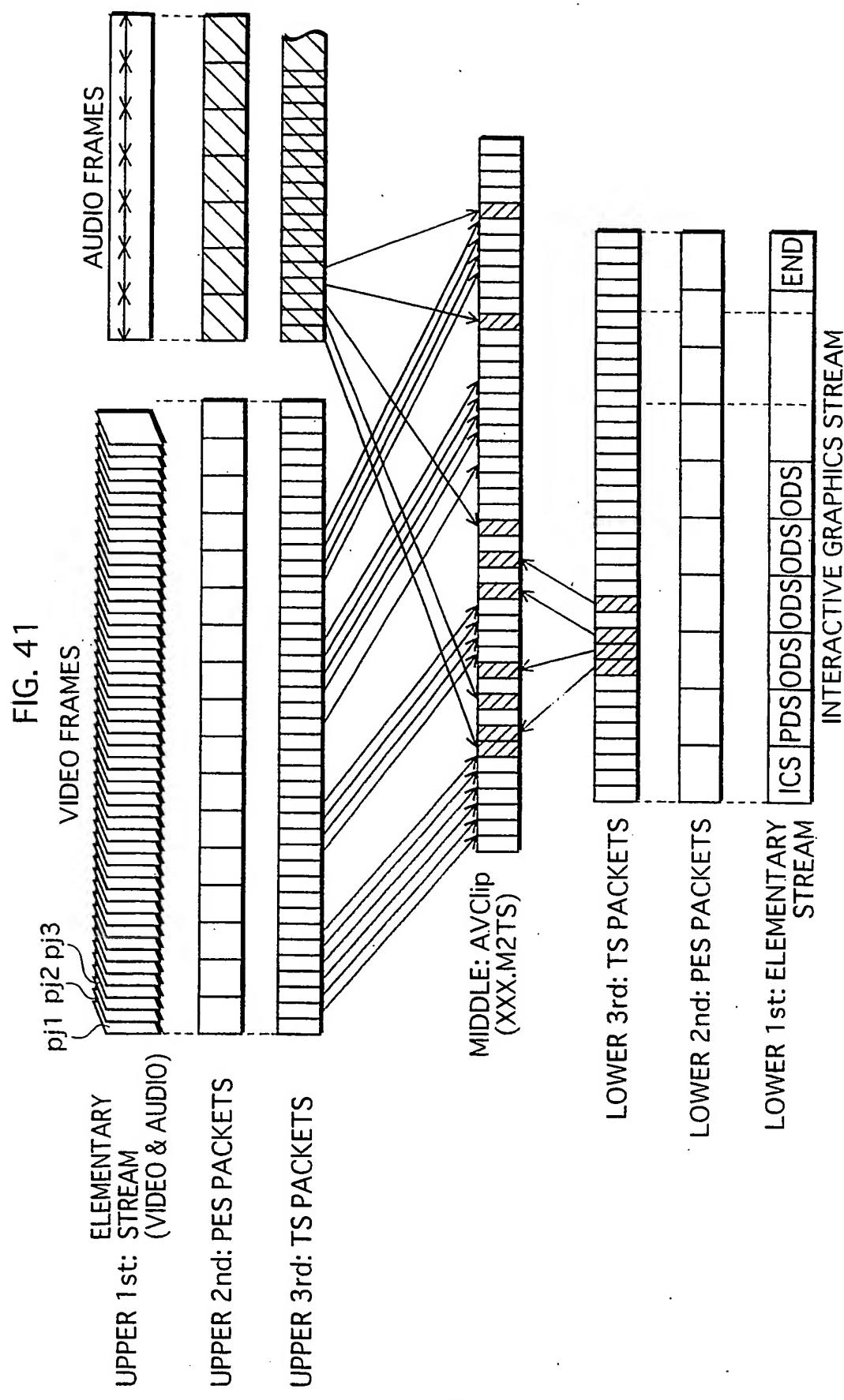


FIG.42A

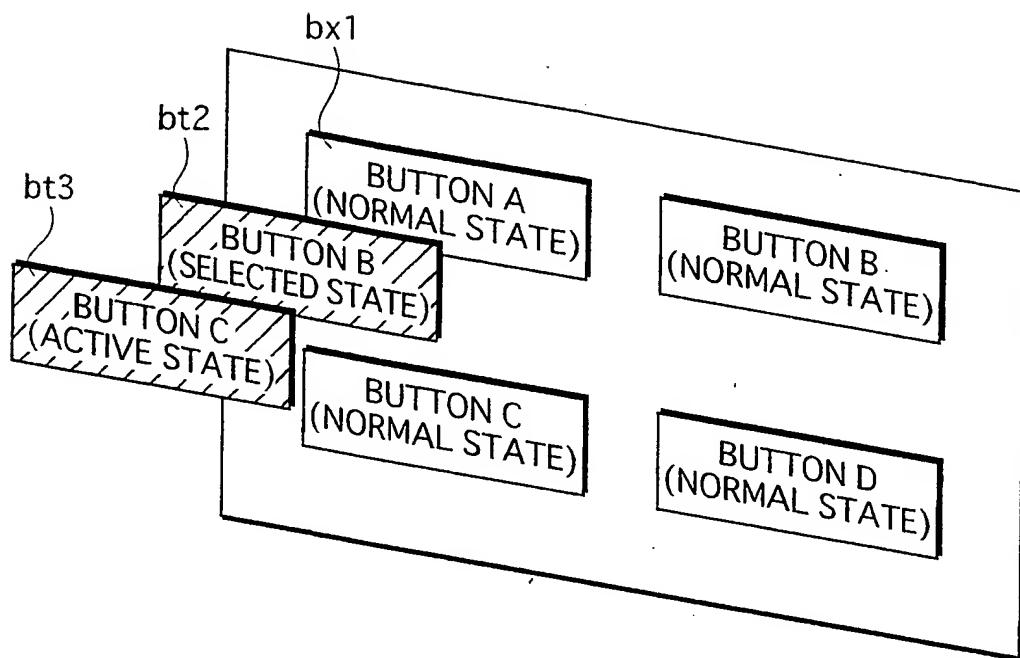


FIG.42B

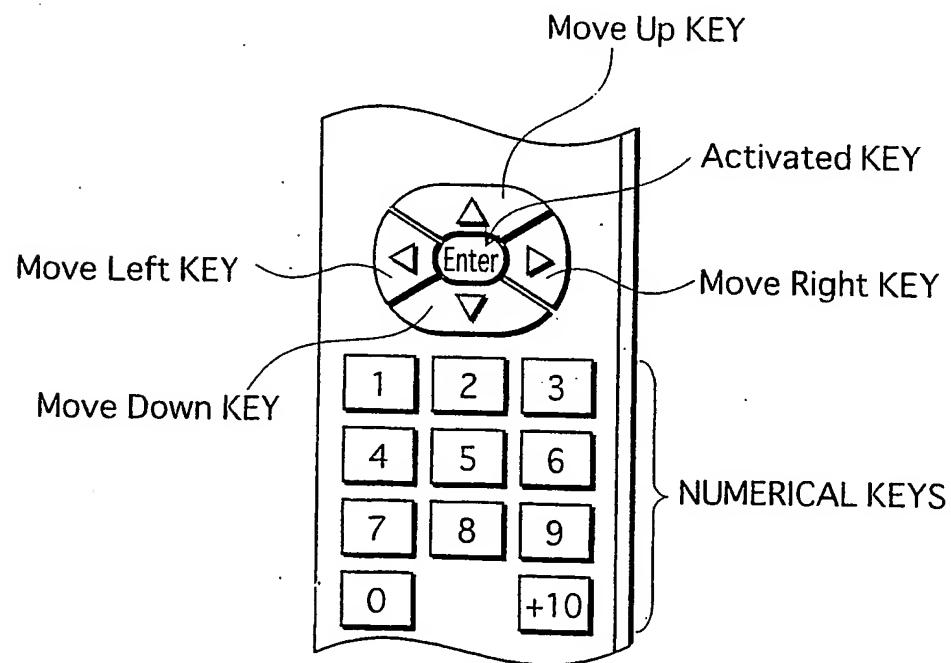
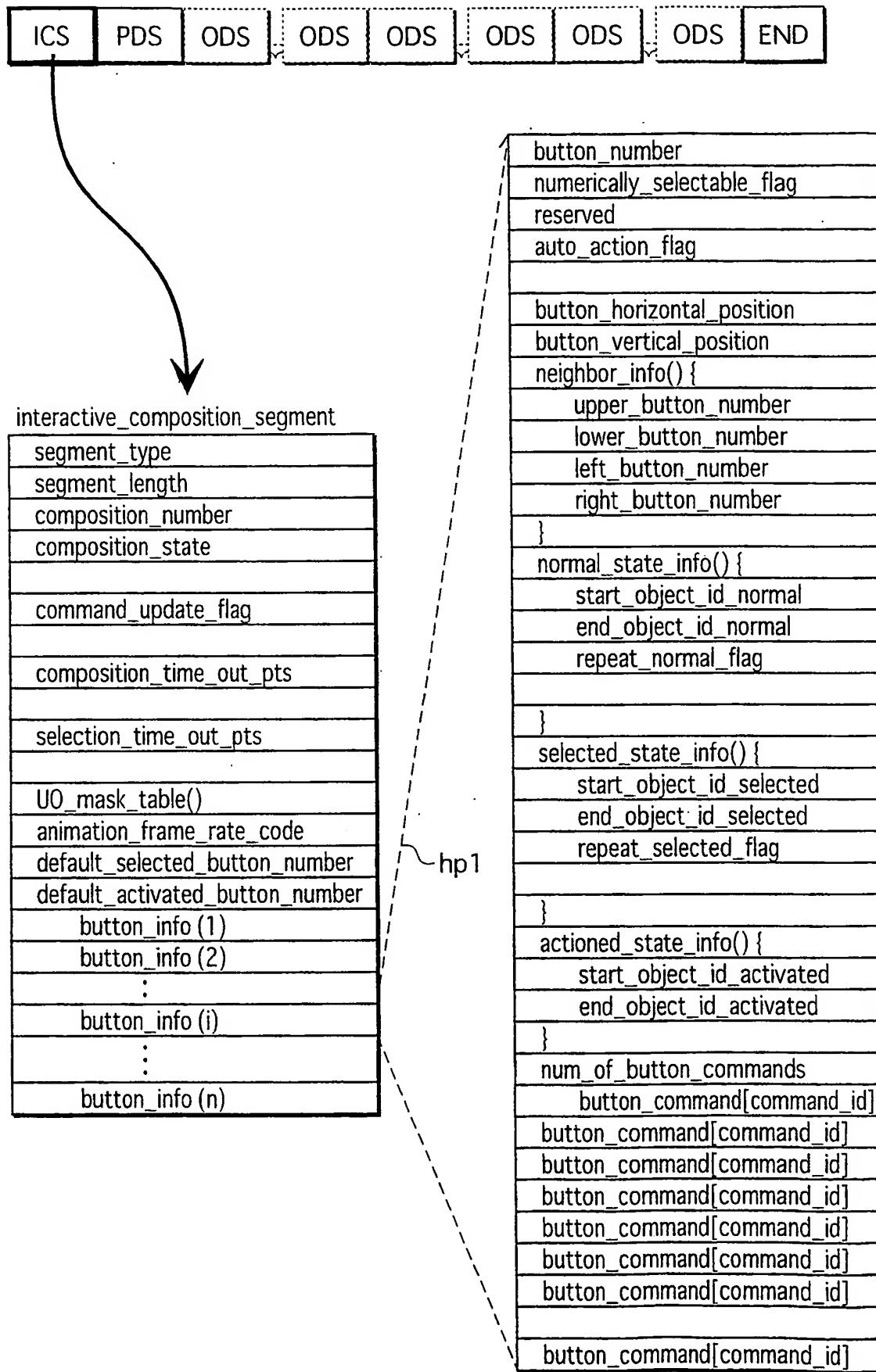
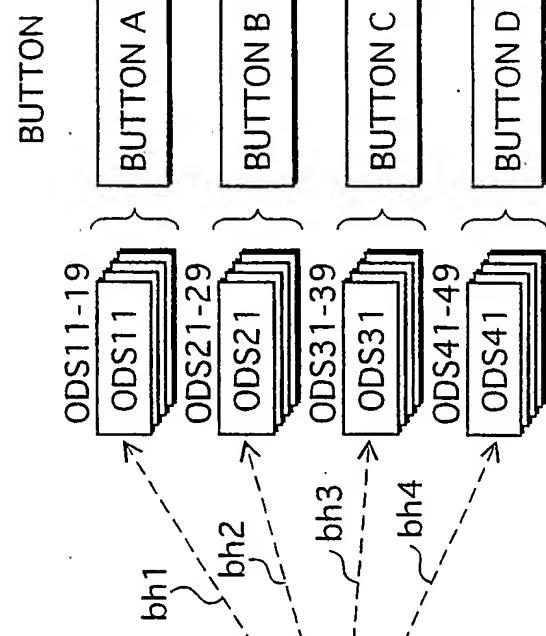
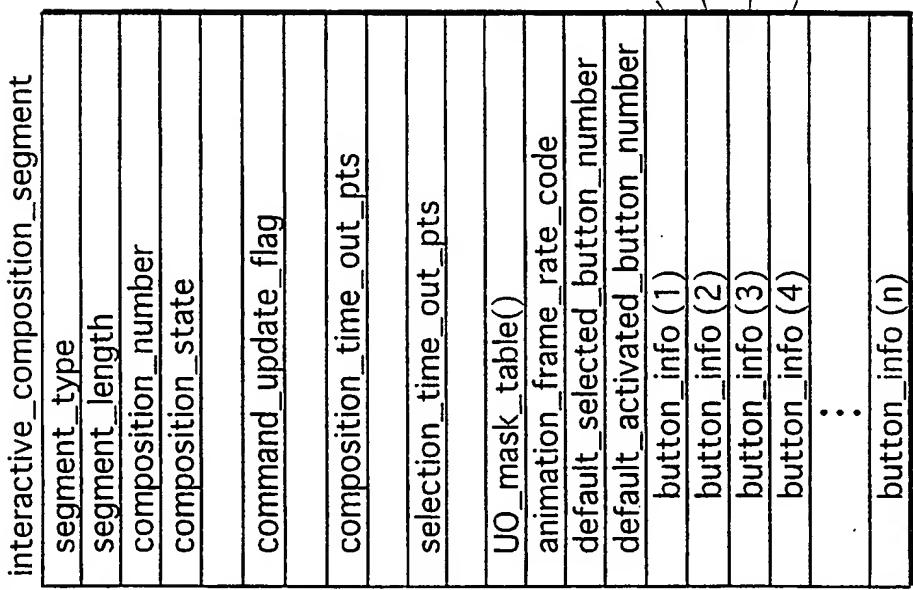


FIG.43





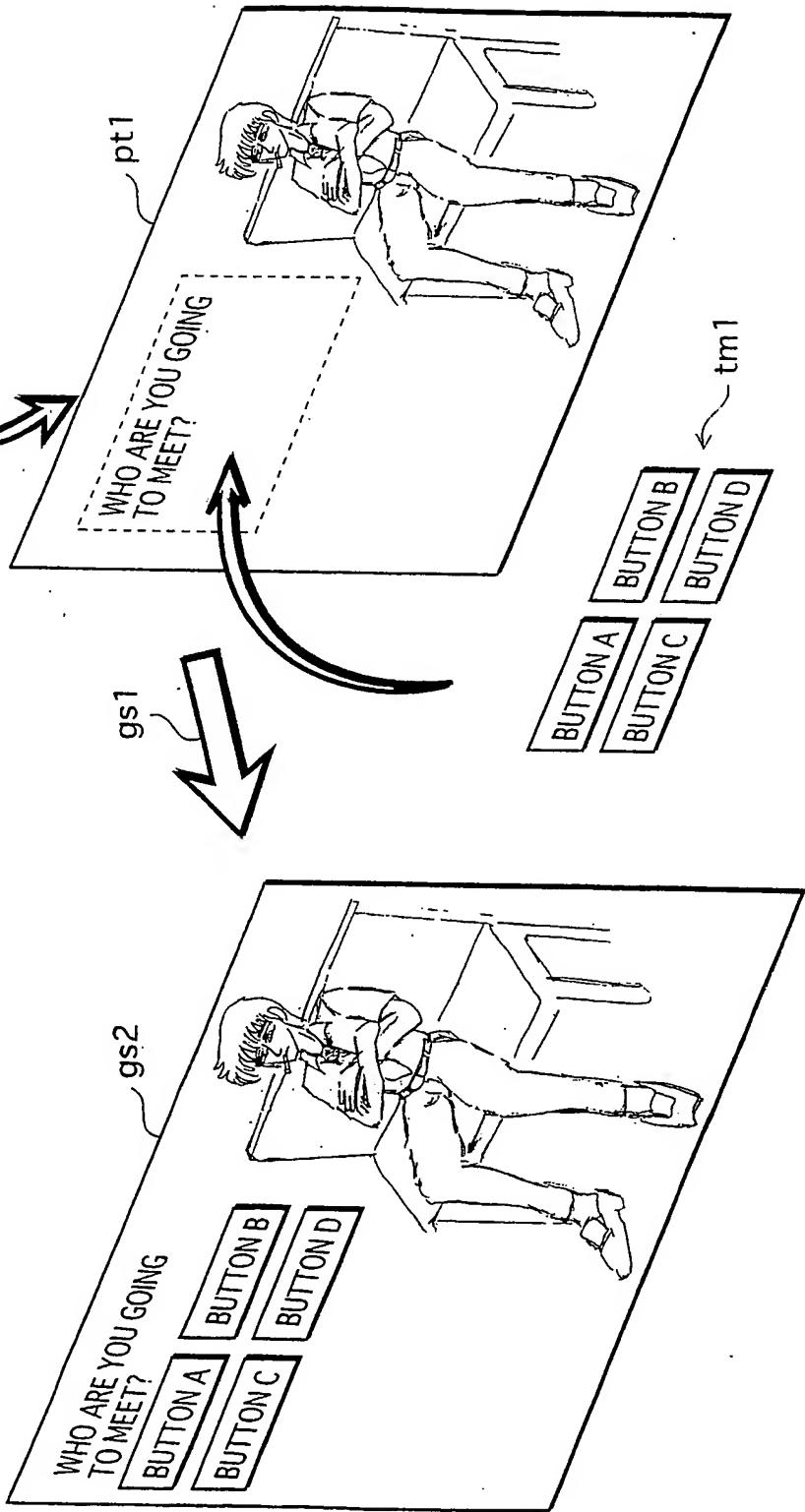
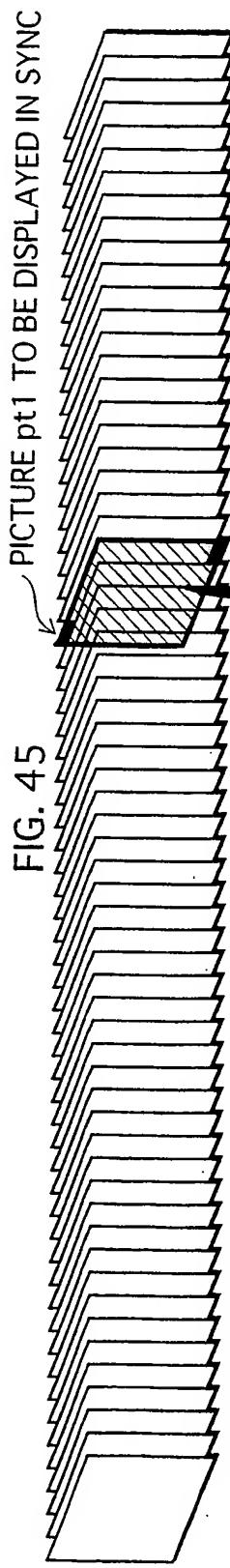
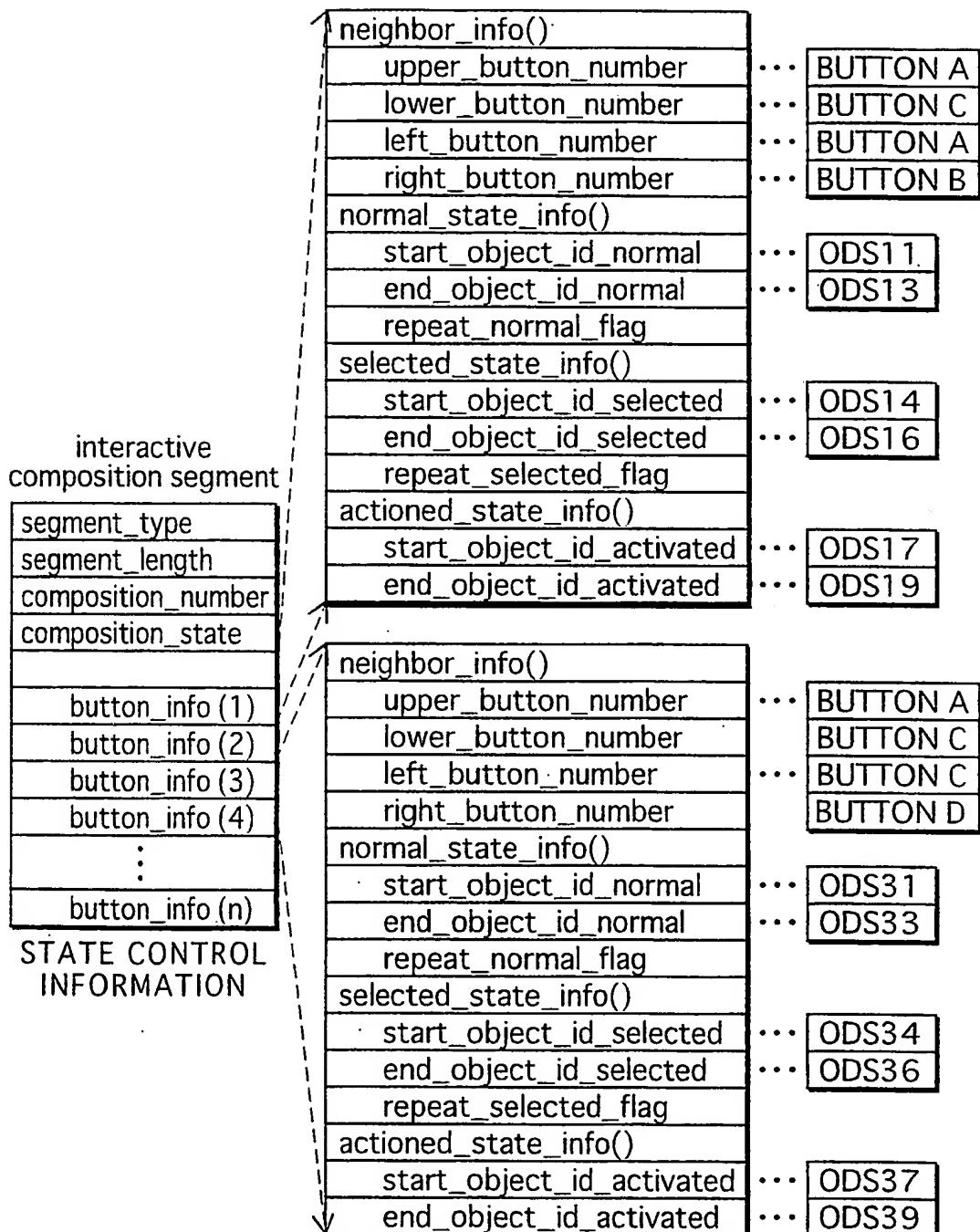


FIG.46



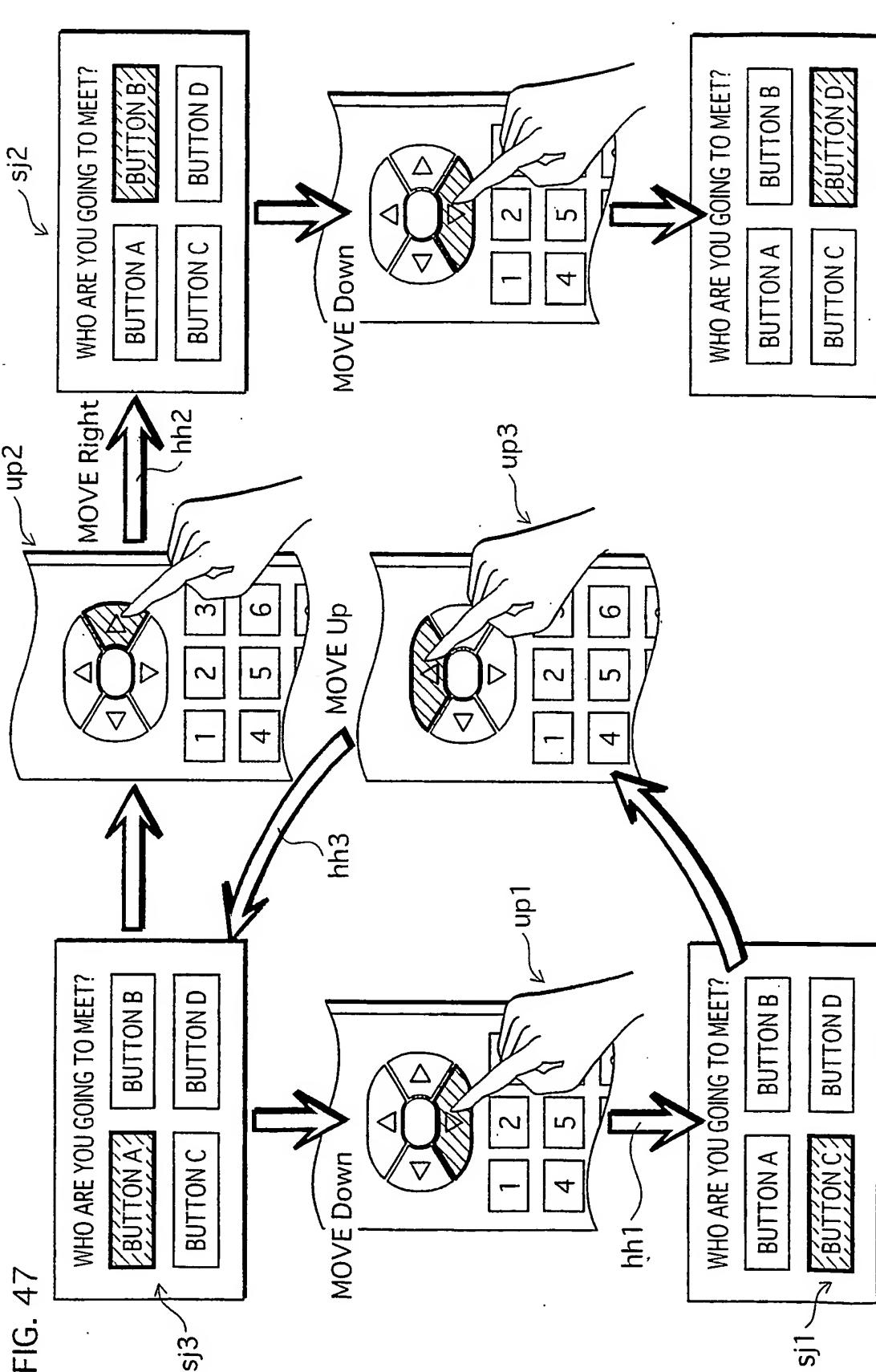


FIG.48



FIG.49

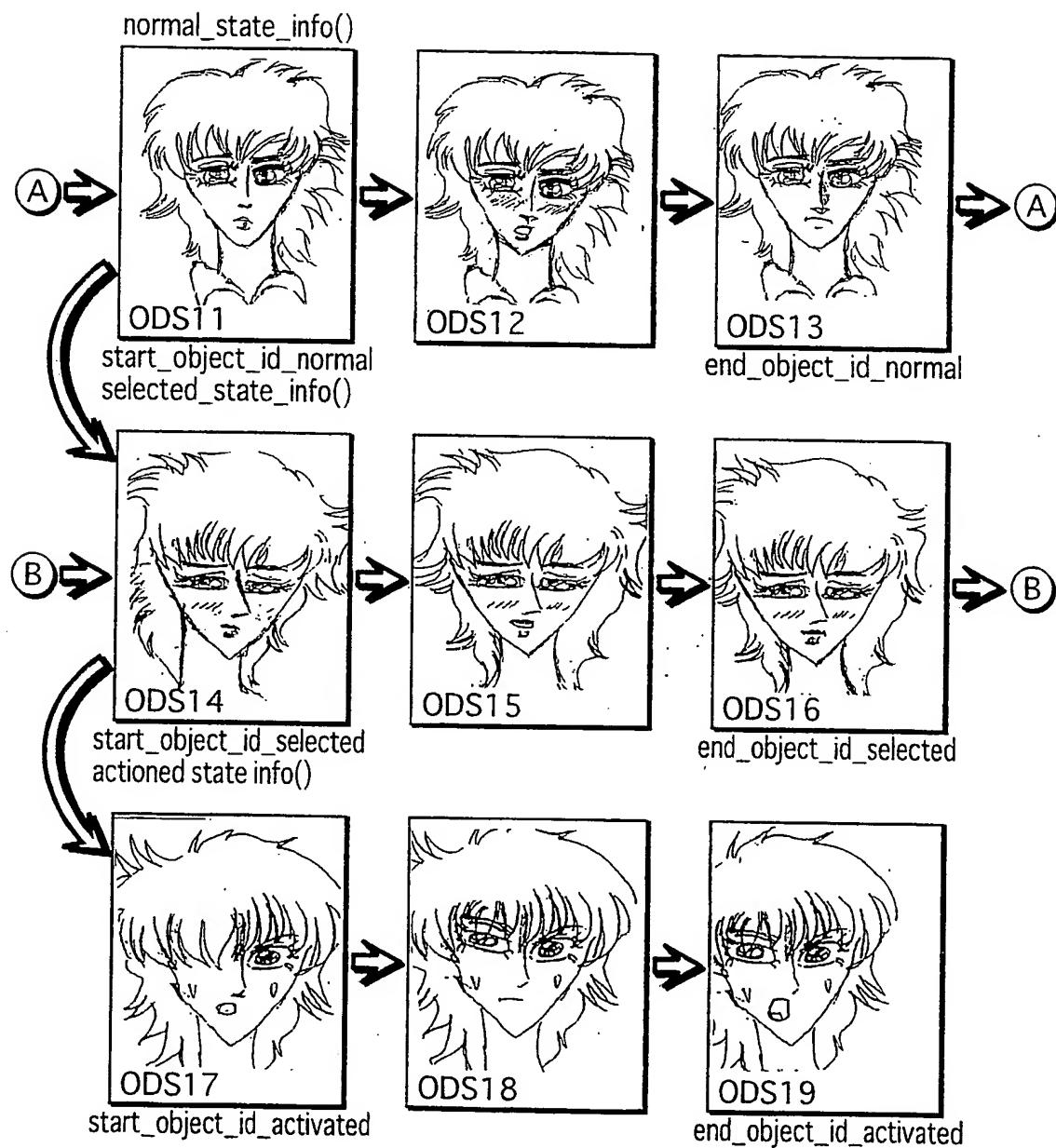


FIG. 50

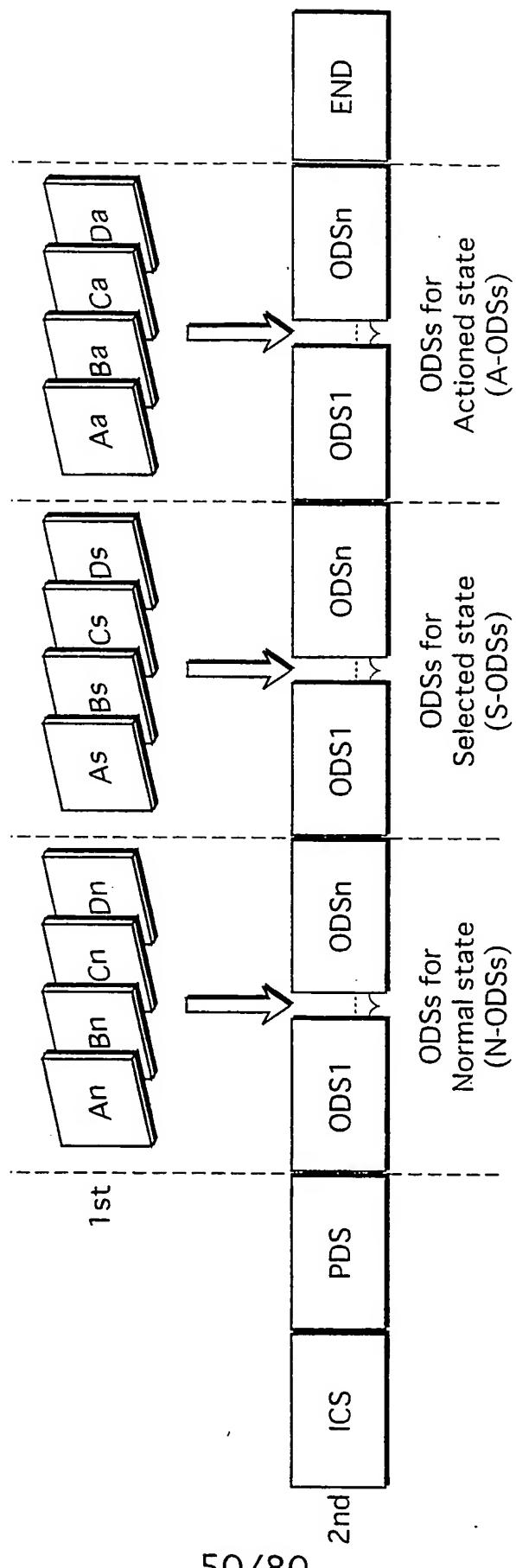


FIG.51

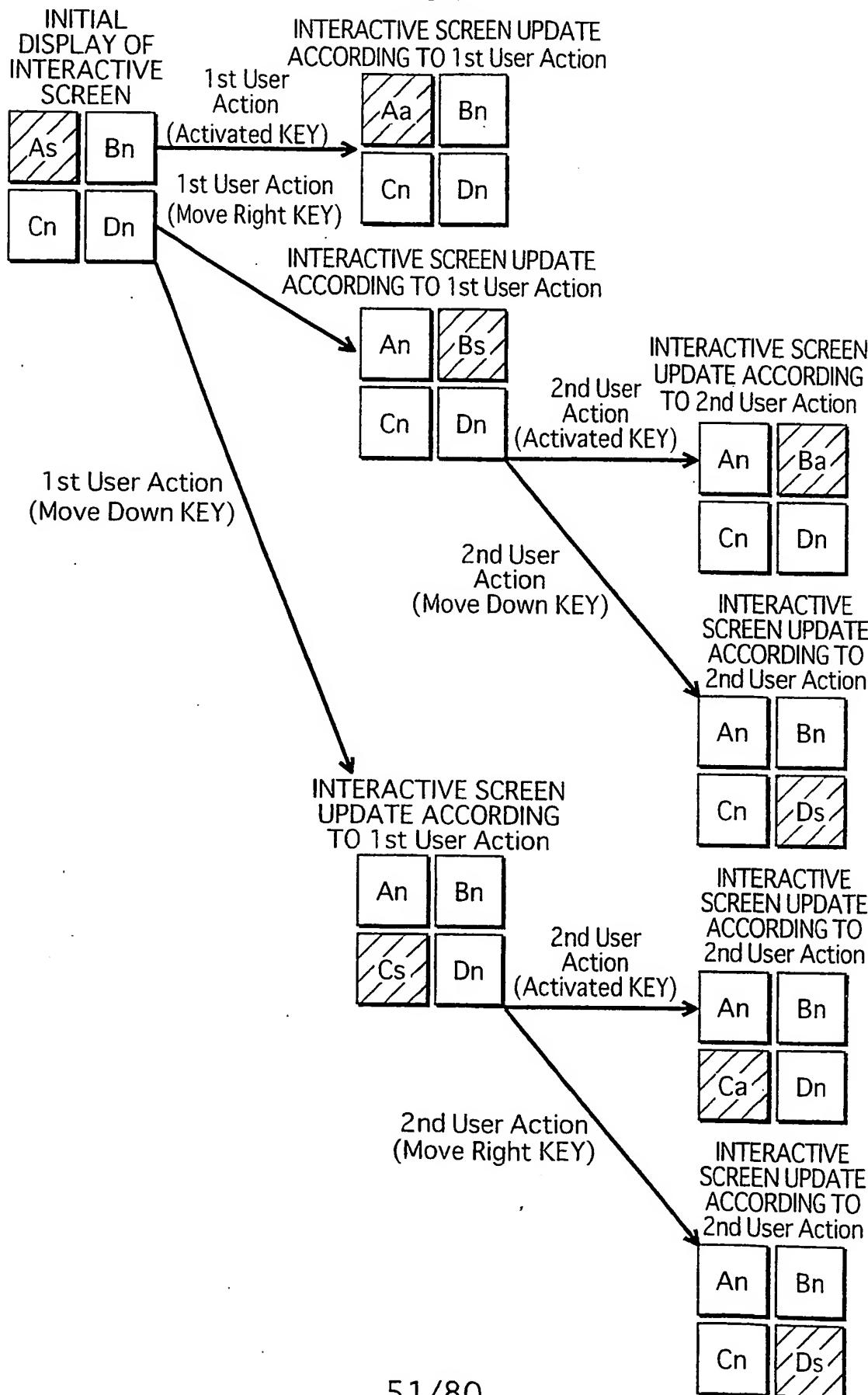


FIG. 52

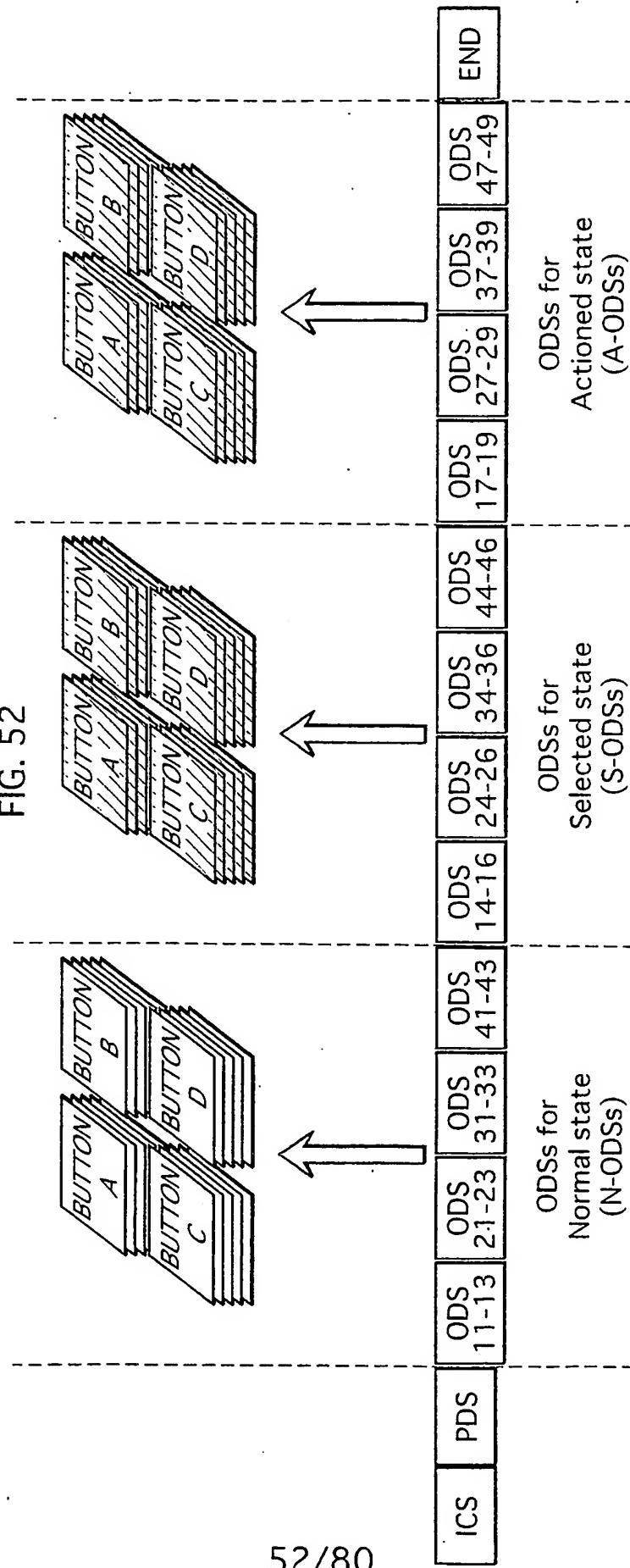


FIG. 53

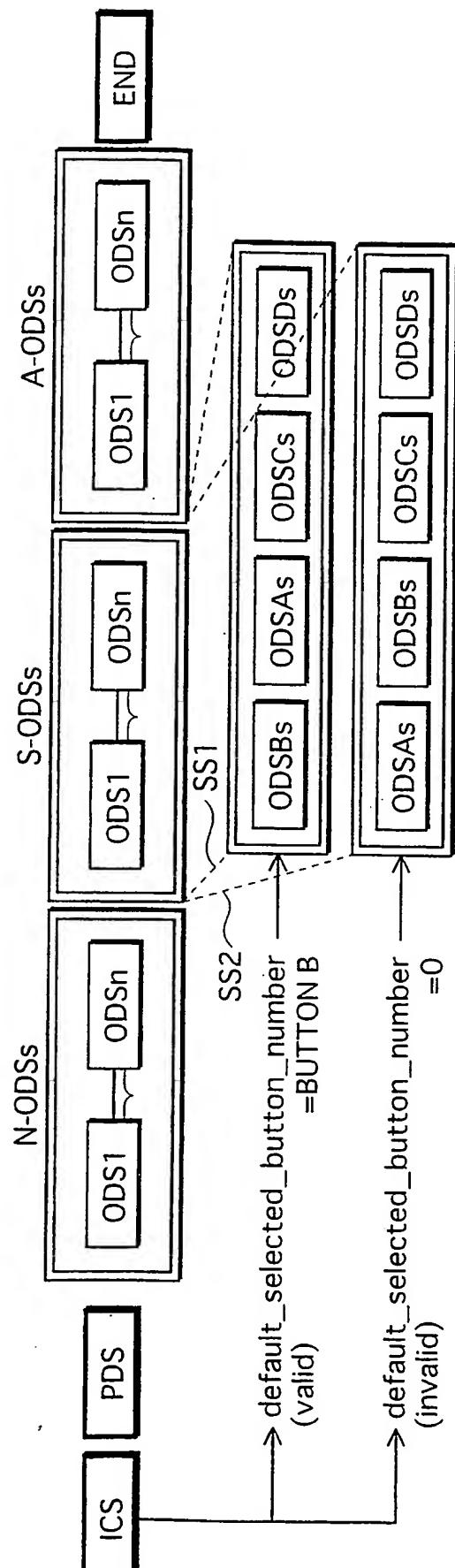


FIG. 54A
default_selected_button_number is indicated

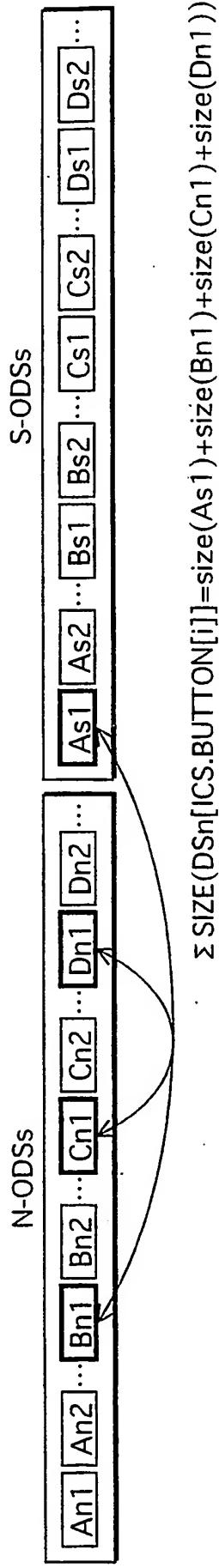


FIG. 54B
default_selected_button_number=0

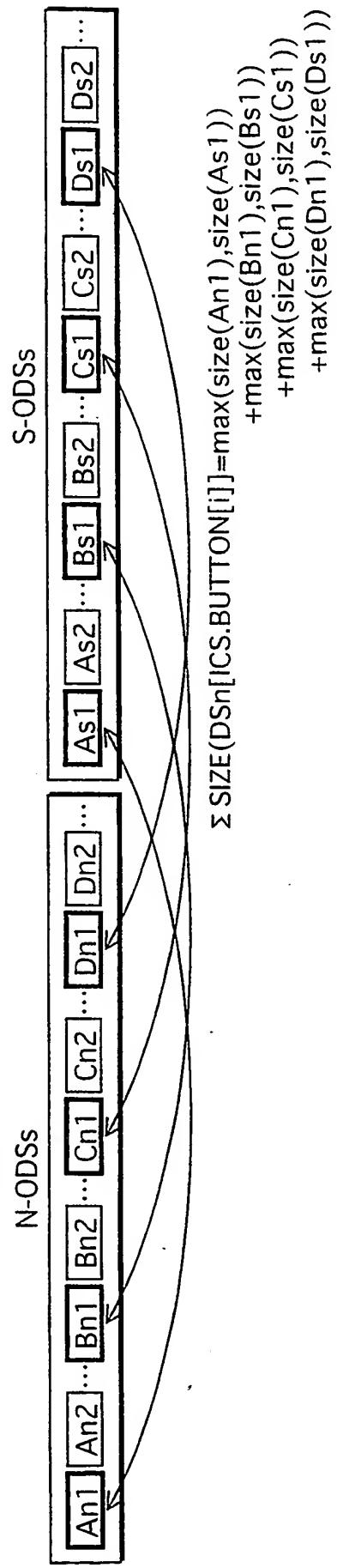


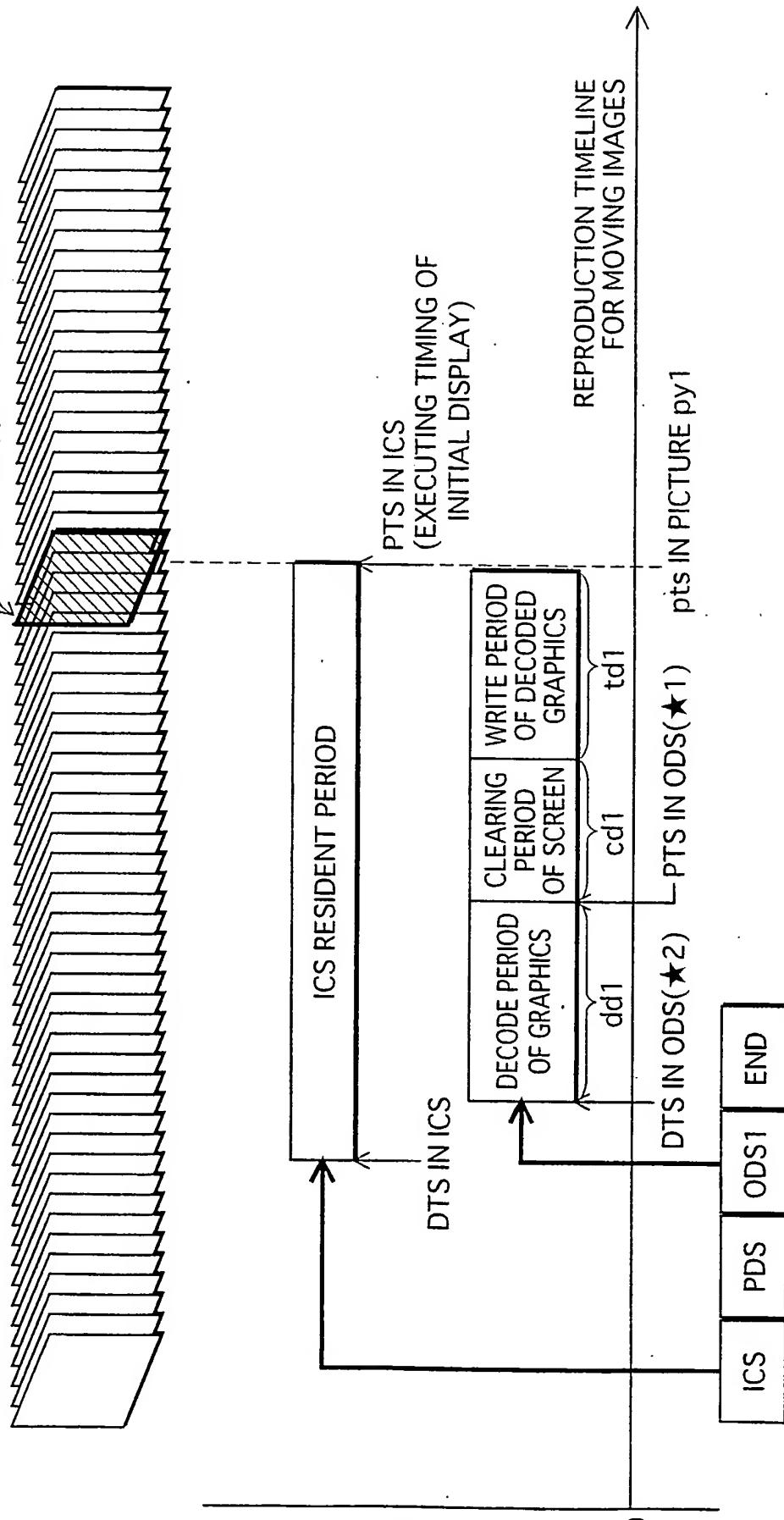
FIG. 55
PICTURE py1 TO BE DISPLAYED IN SYNC

FIG. 56

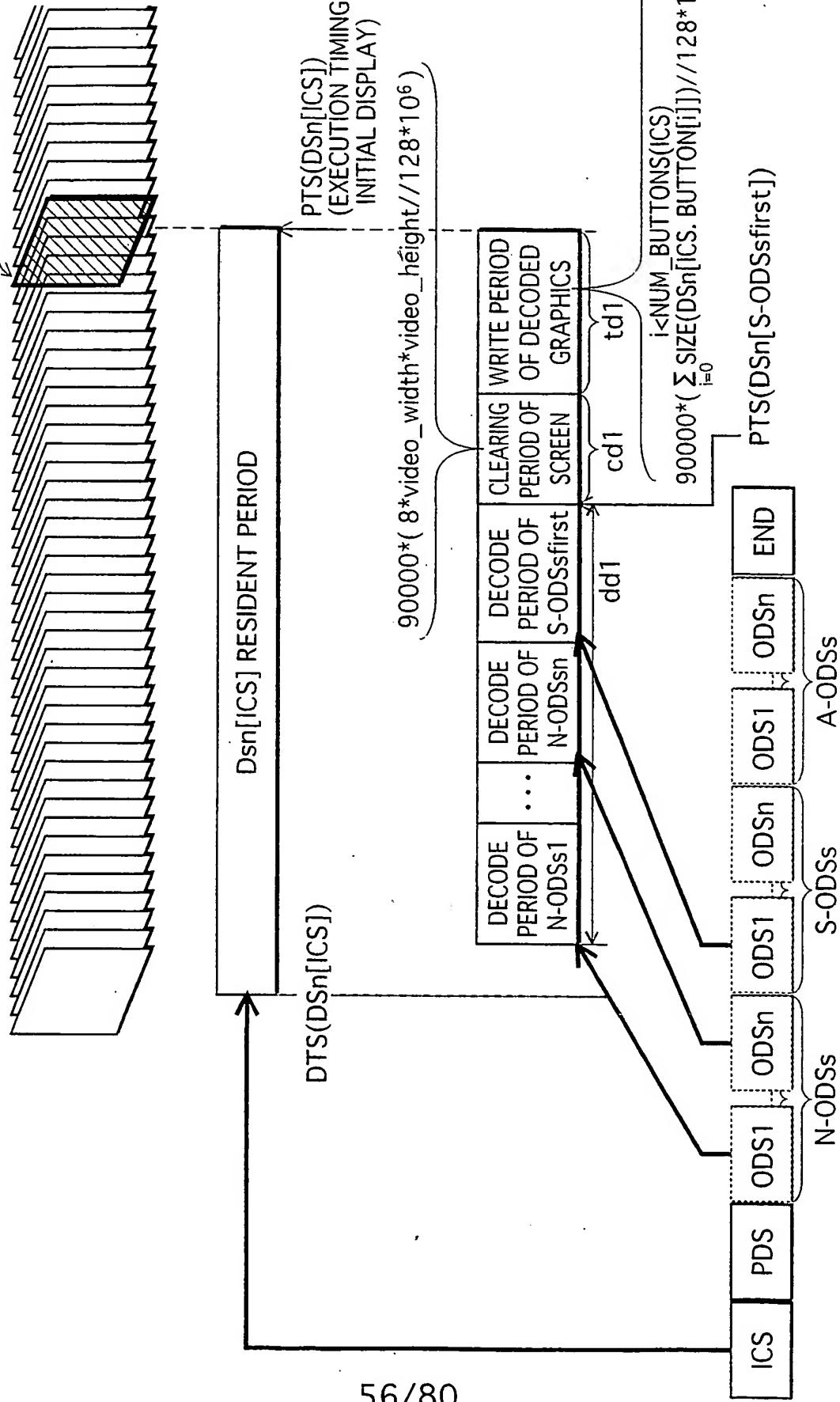


FIG. 57

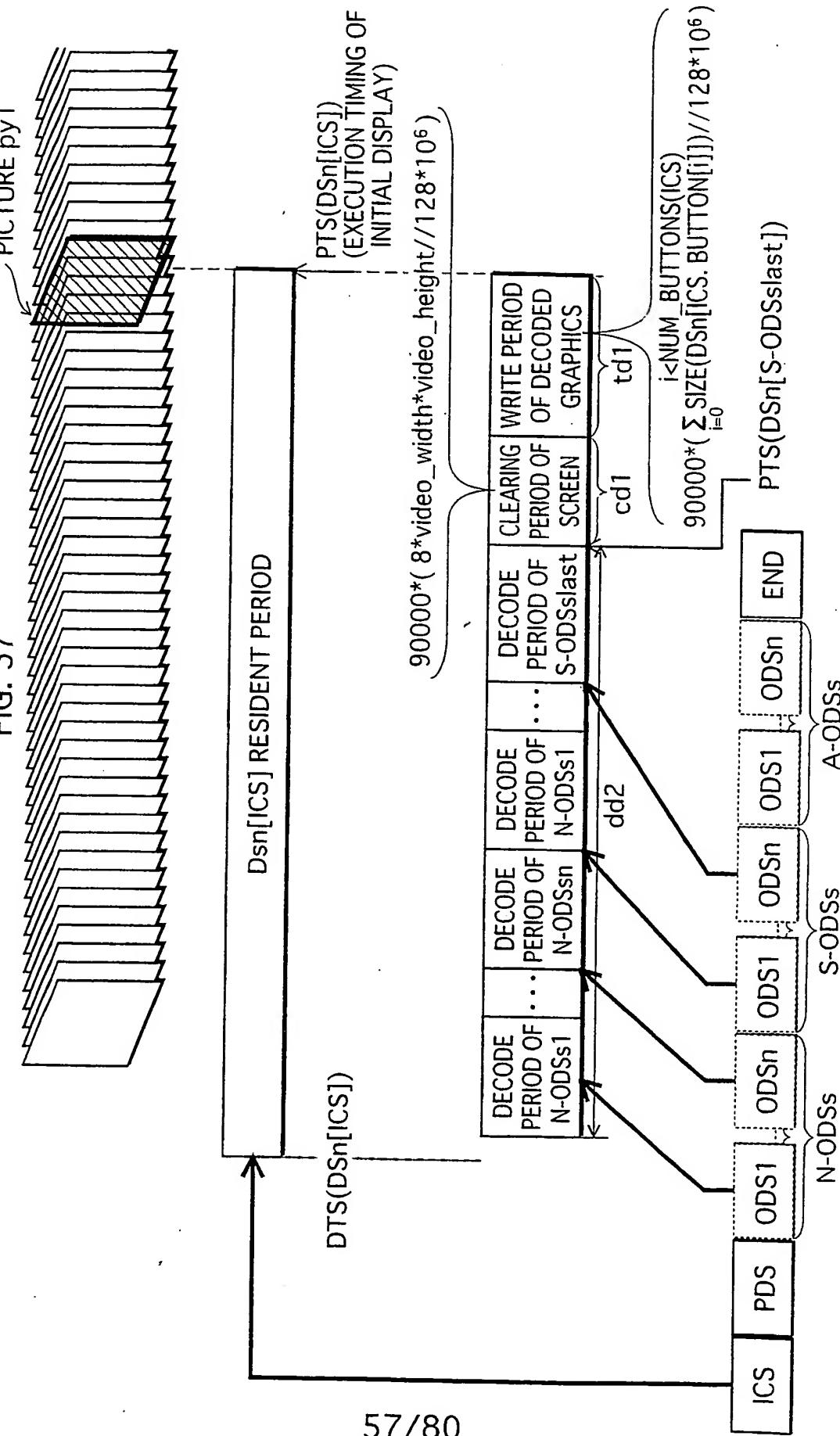
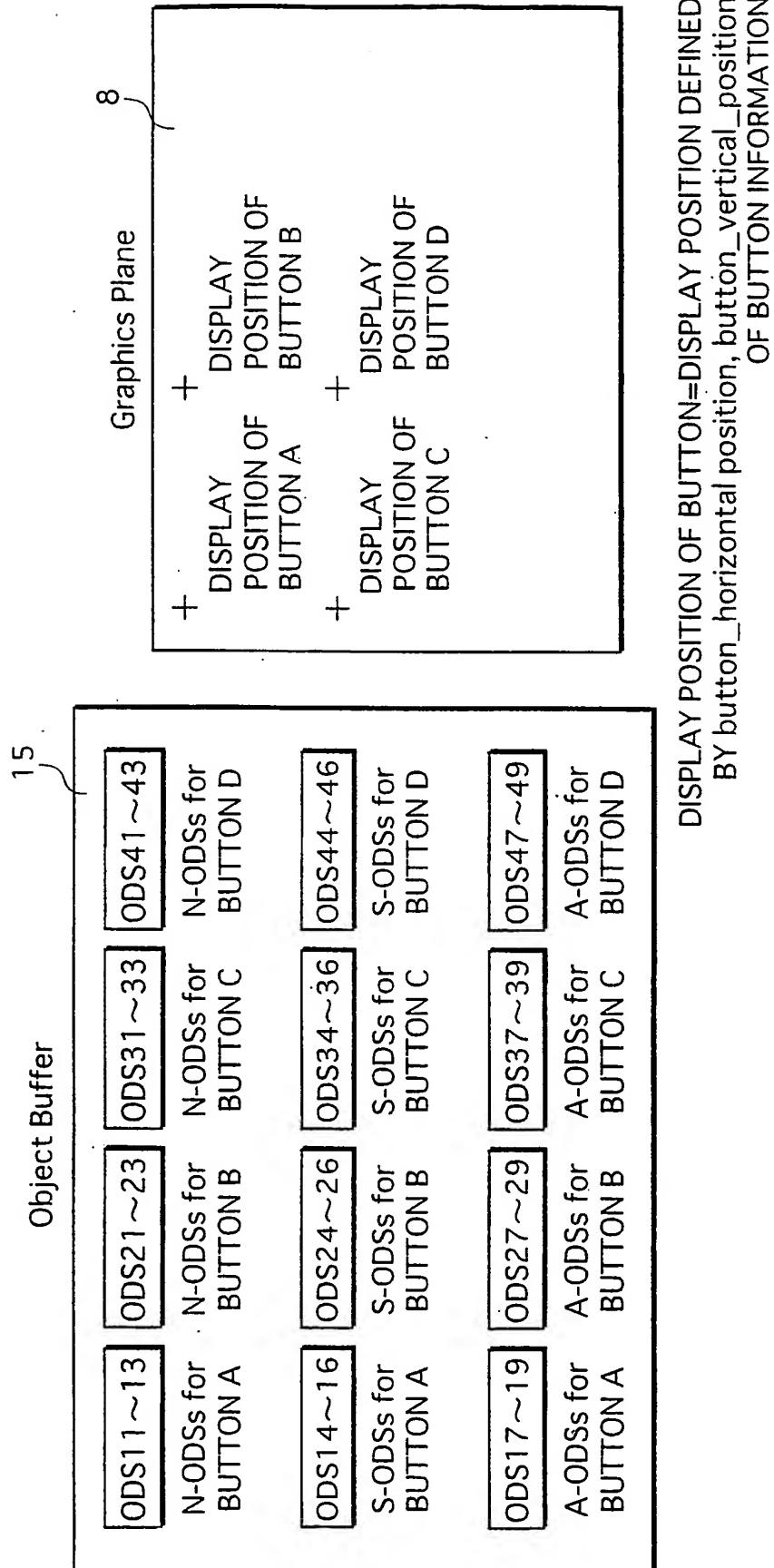
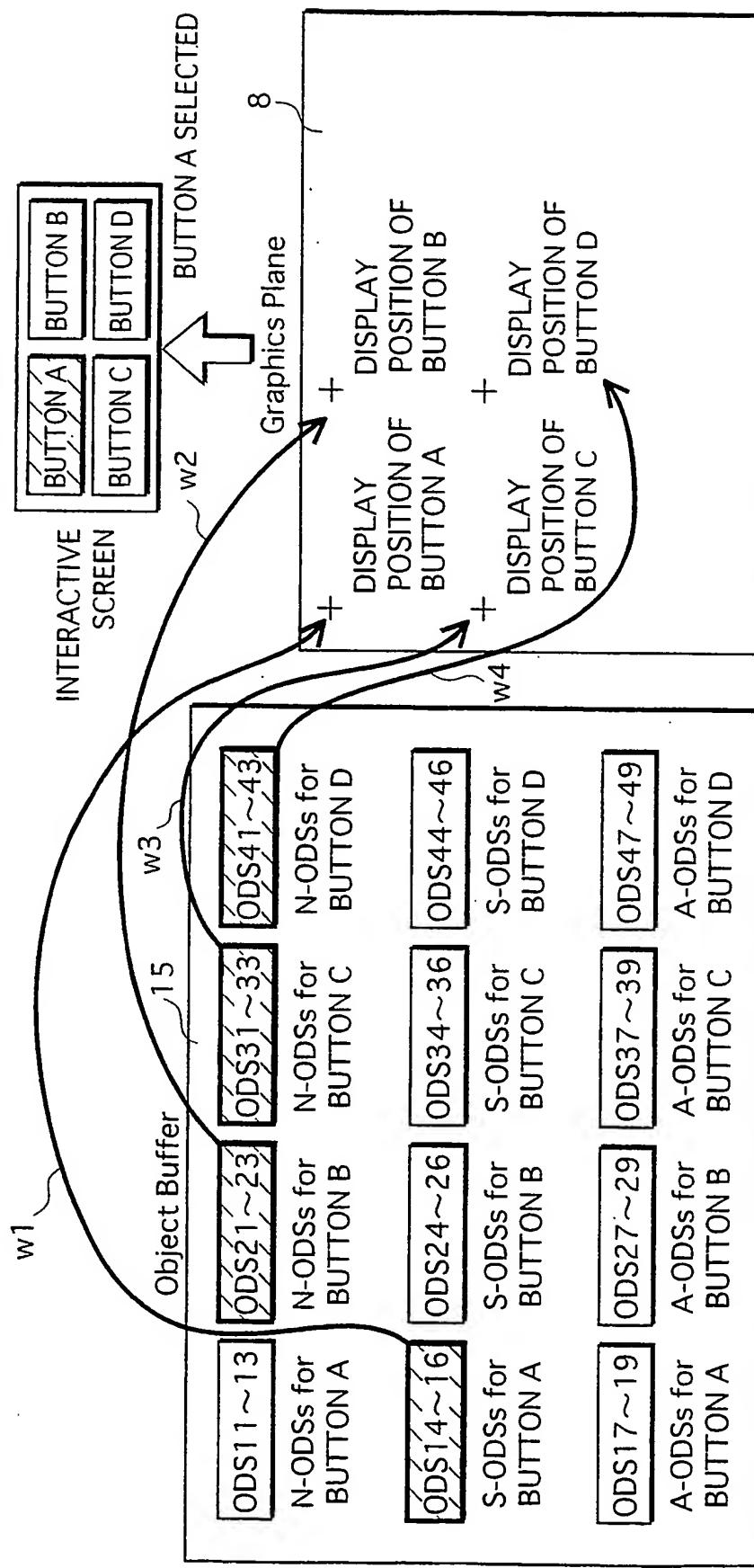


FIG. 58



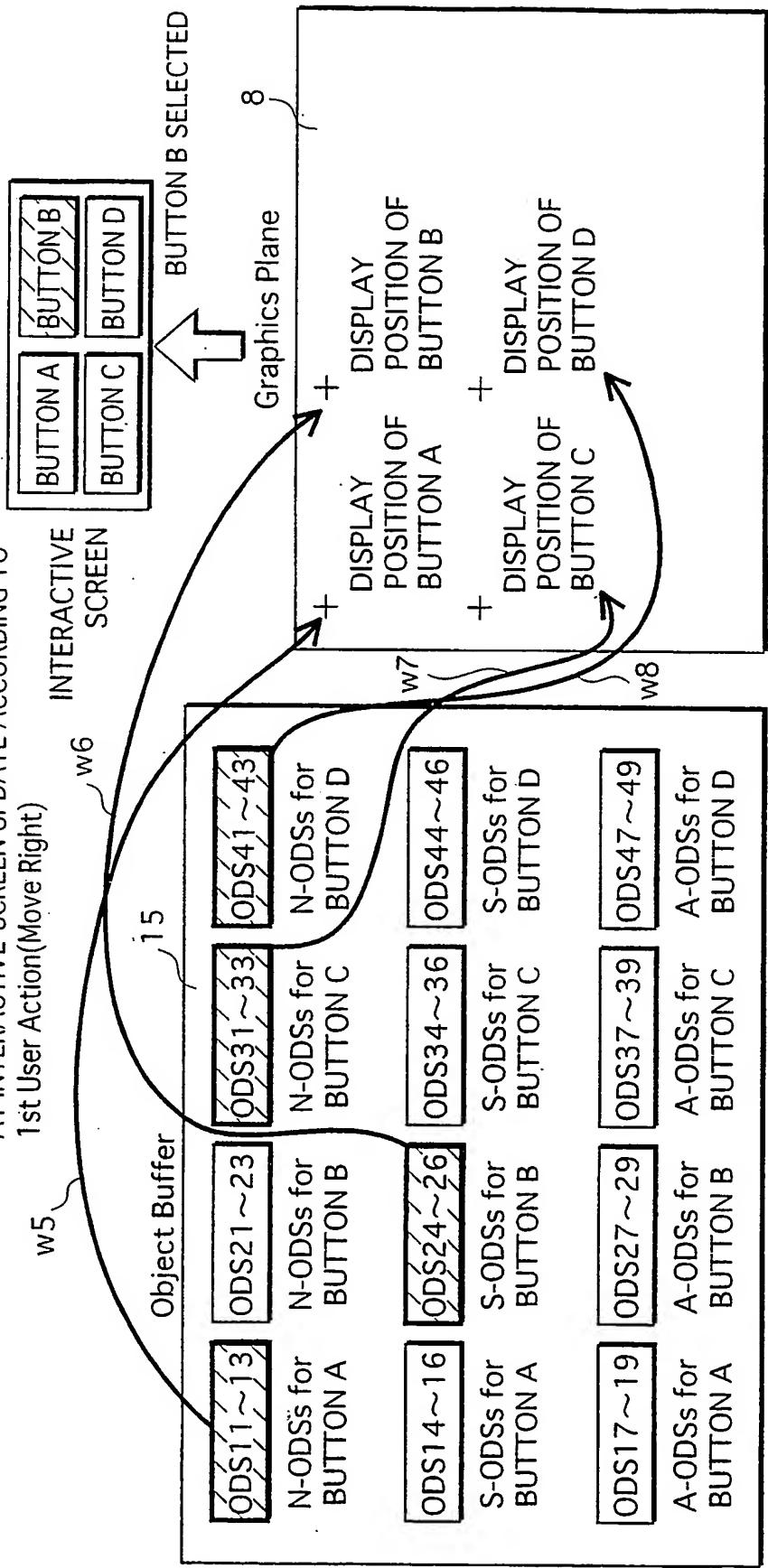
DISPLAY POSITION OF BUTTON=A=DISPLAY POSITION DEFINED BY button_horizontal position, button_vertical_position OF BUTTON INFORMATION

FIG. 59
WRITE OPERATION OF Graphics Controller AT INITIAL DISPLAY



DISPLAY POSITION=DISPLAY POSITION DEFINED
BY button_horizontal position, button_vertical_position
OF BUTTON INFORMATION

FIG. 60
WRITE OPERATION OF Graphics Controller
AT INTERACTIVE-SCREEN UPDATE ACCORDING TO
1st User Action(Move Right)



DISPLAY POSITION OF BUTTON = DISPLAY POSITION DEFINED BY button_horizontal position, button_vertical_position OF BUTTON INFORMATION

FIG. 61
WRITE OPERATION OF Graphics Controller
AT INTERACTIVE-SCREEN UPDATE ACCORDING TO
1st User Action(Move Down)

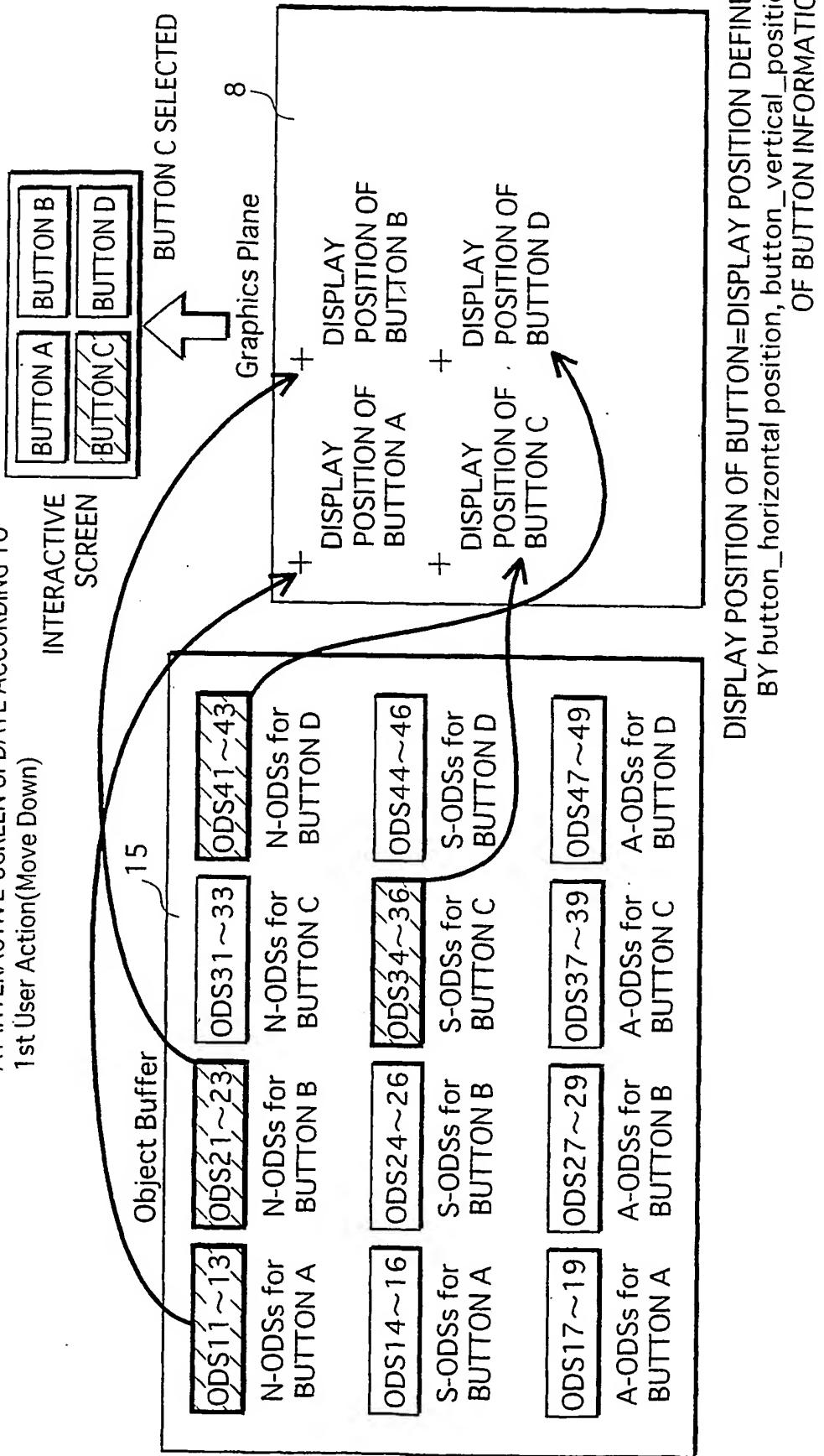
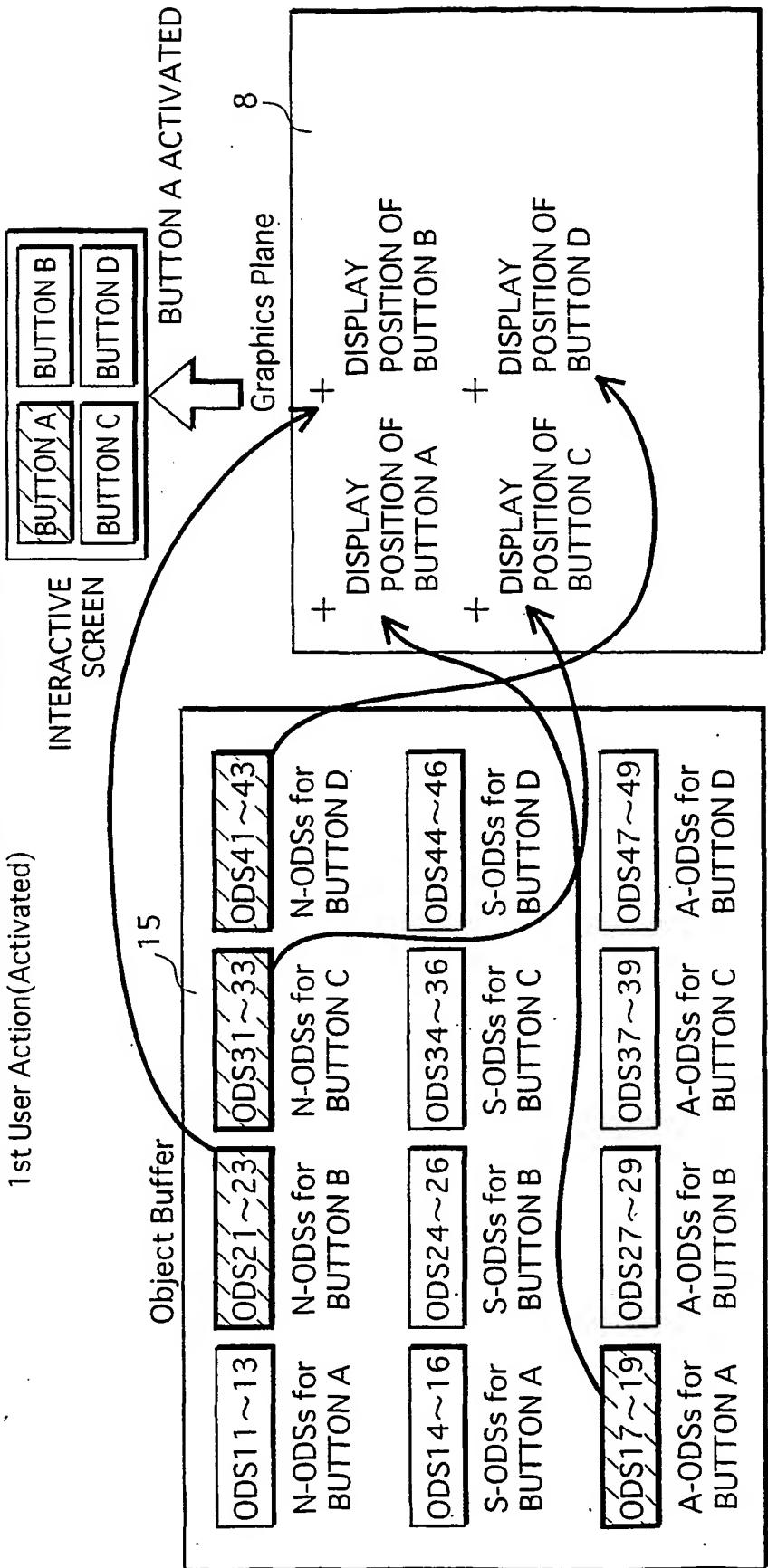


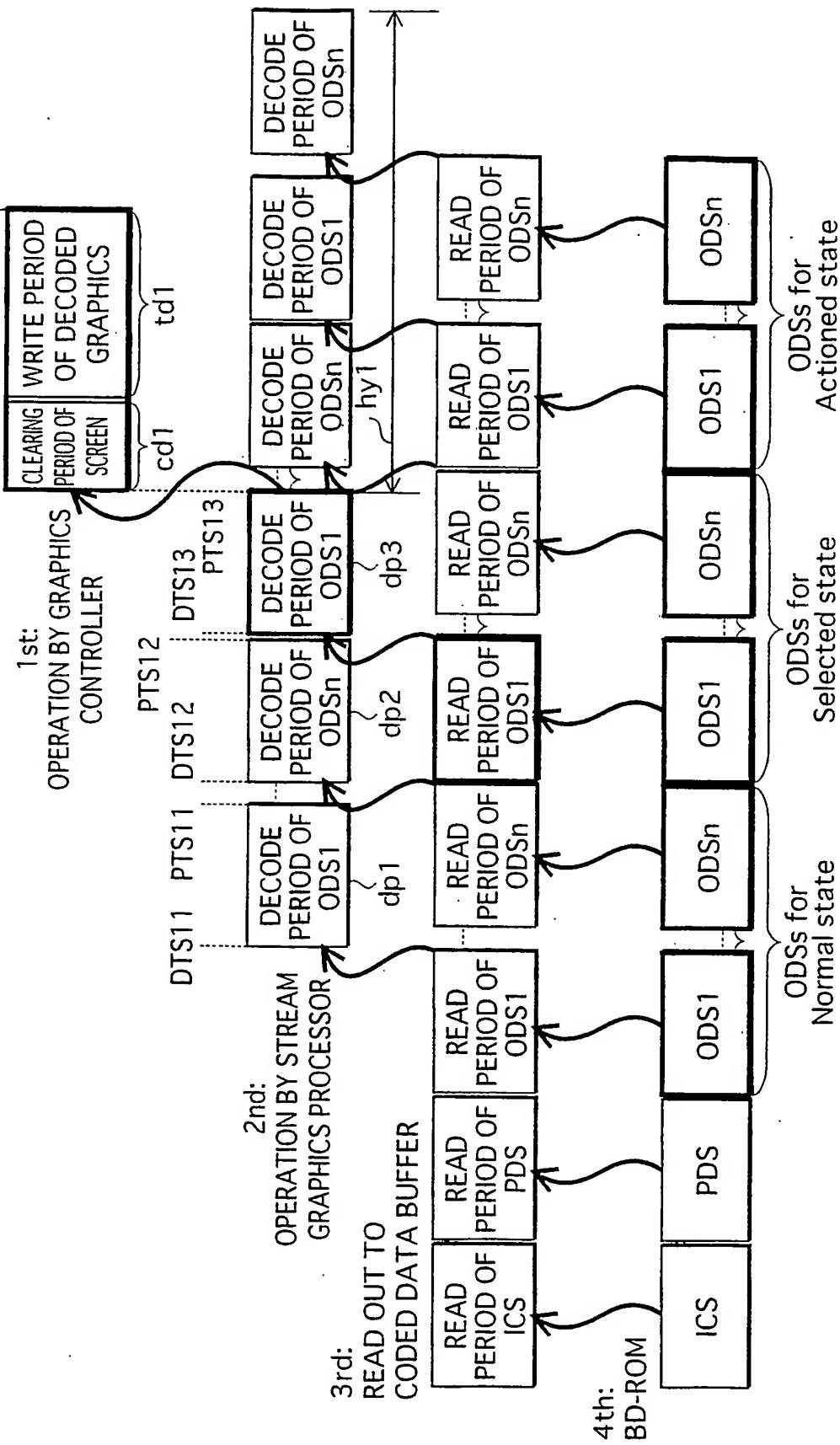
FIG. 62
**WRITE OPERATION OF Graphics Controller
 AT INTERACTIVE-SCREEN UPDATE ACCORDING TO
 1st User Action(Activated)**



DISPLAY POSITION OF BUTTON=A DISPLAY POSITION DEFINED BY button_horizontal position, button_vertical_position OF BUTTON INFORMATION

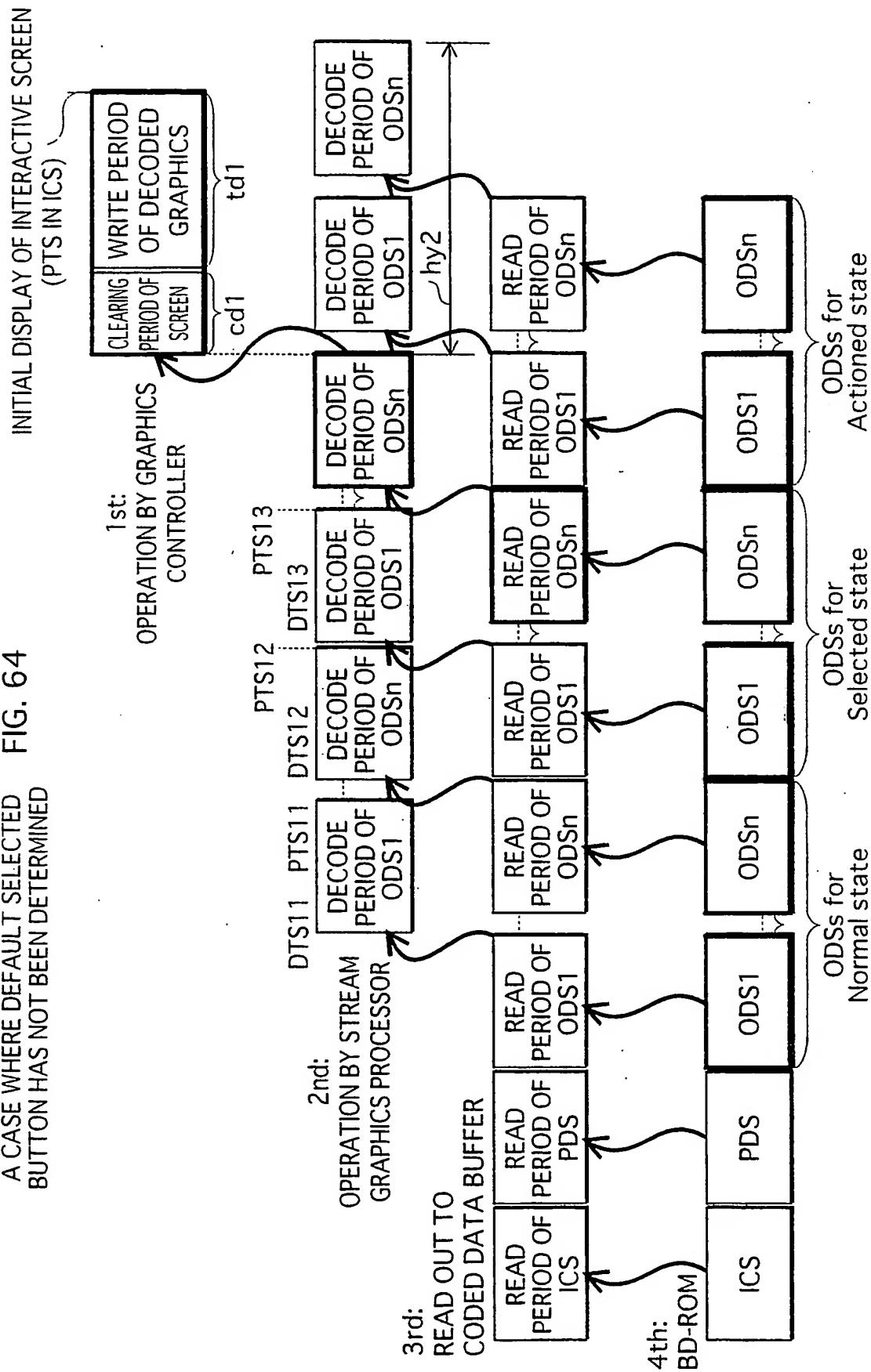
A CASE WHERE DEFAULT SELECTED
BUTTON HAS BEEN DETERMINED

INITIAL DISPLAY OF INTERACTIVE SCREEN (PTS IN ICS)



A CASE WHERE DEFAULT SELECTED
BUTTON HAS NOT BEEN DETERMINED

FIG. 64



1st:
BUFFER STATE OF
Graphics Plane

FIG. 65

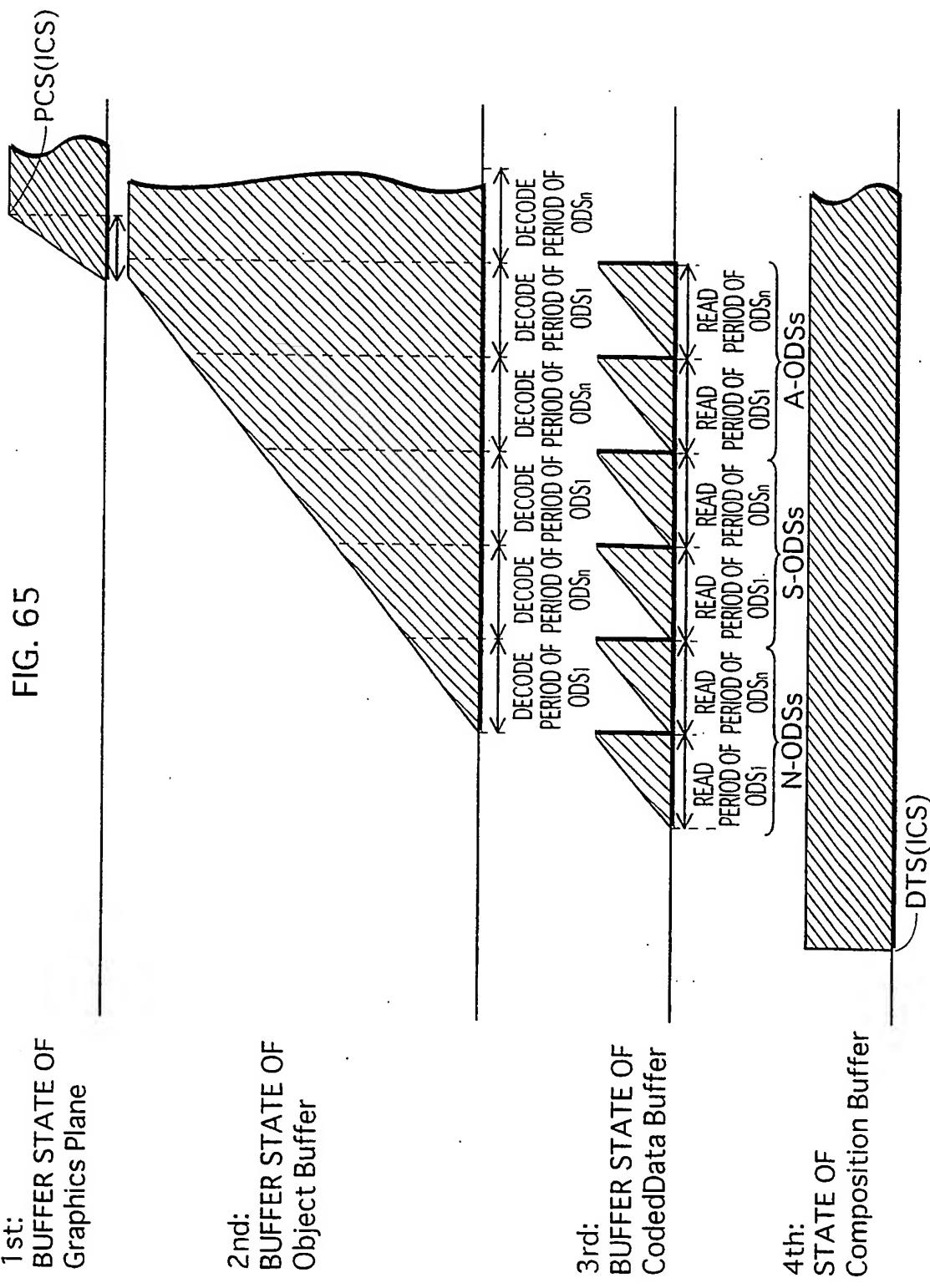


FIG. 66

OPERATION OF LOADING SEGMENT

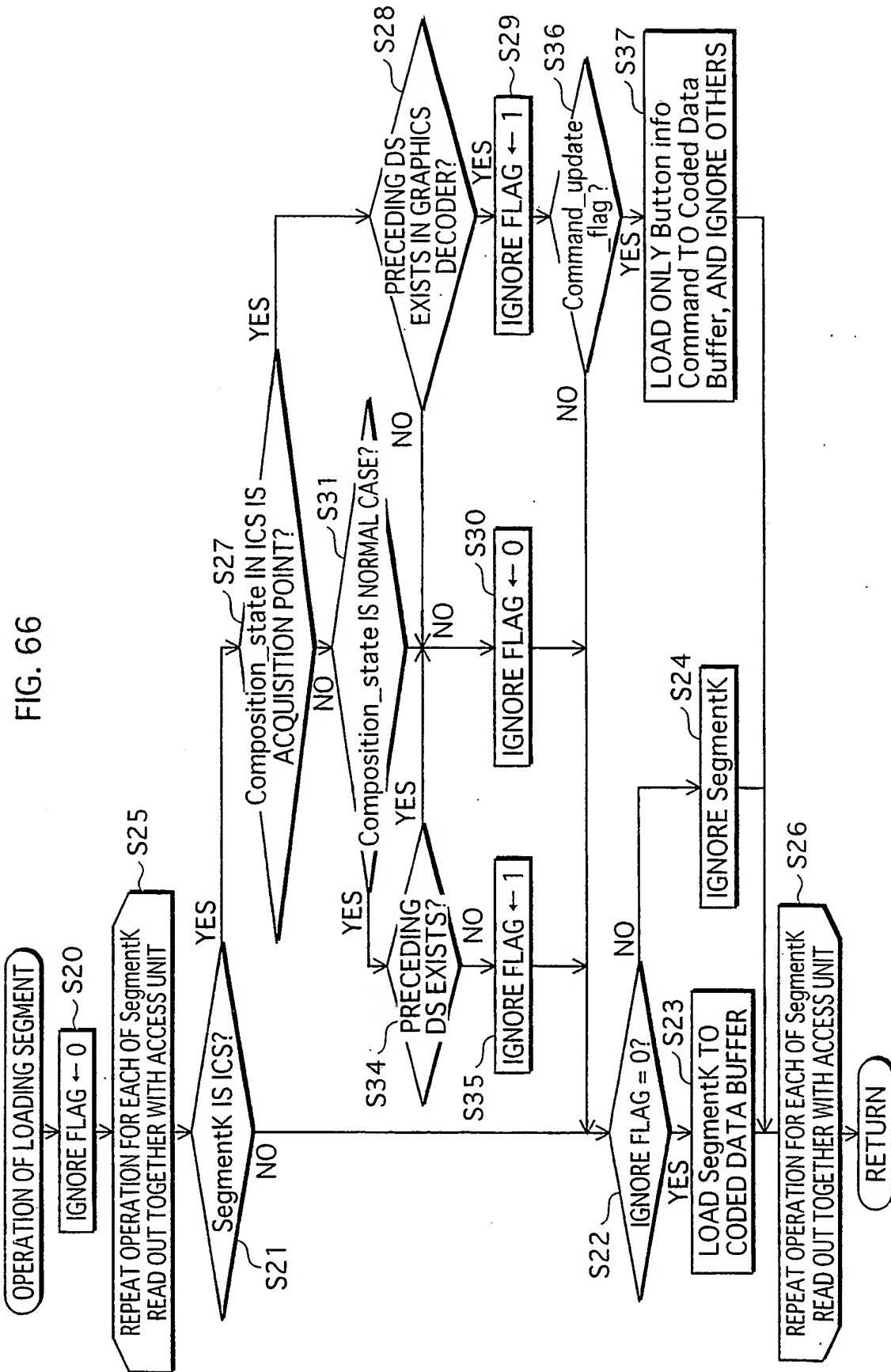


FIG. 67

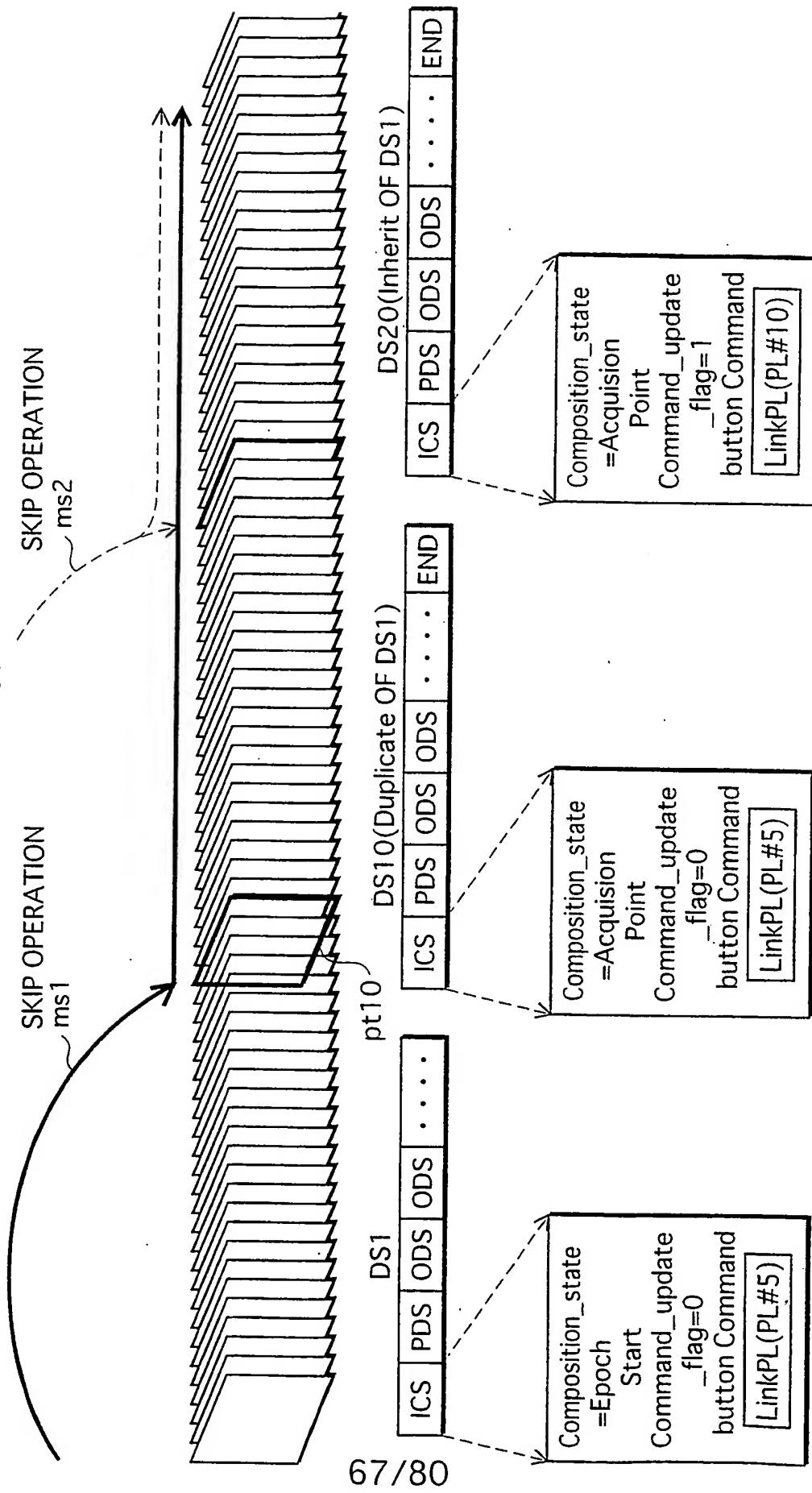


FIG. 68

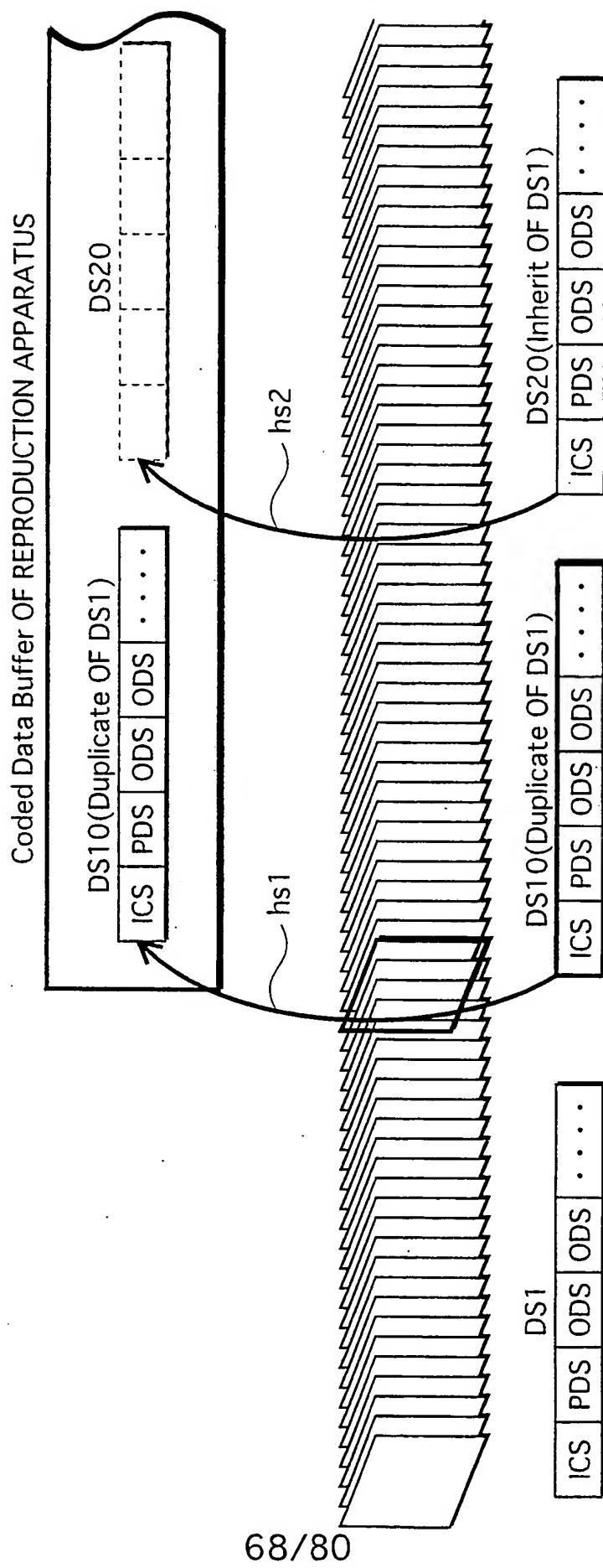


FIG. 69

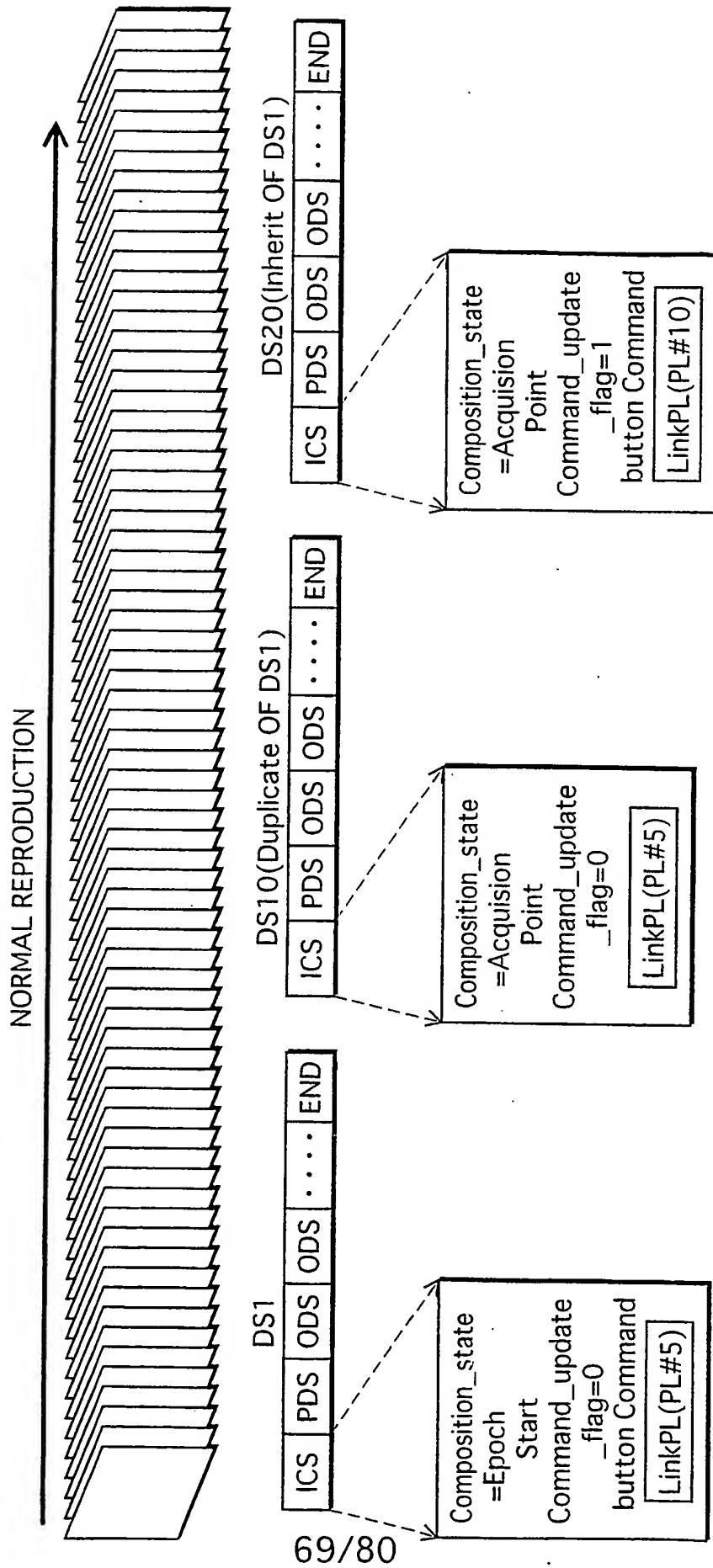


FIG. 70
Coded Data Buffer OF REPRODUCTION APPARATUS

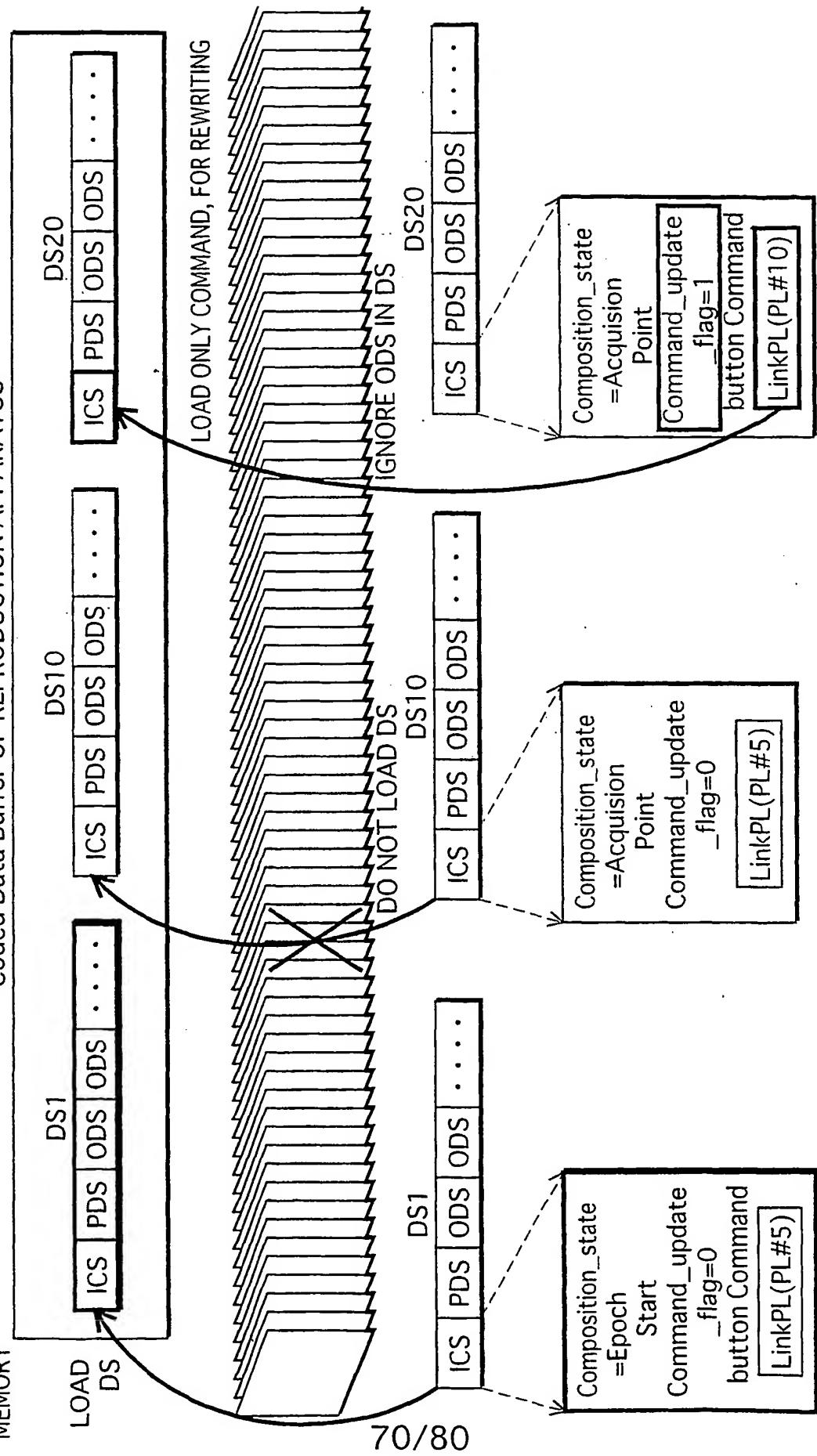


FIG.71

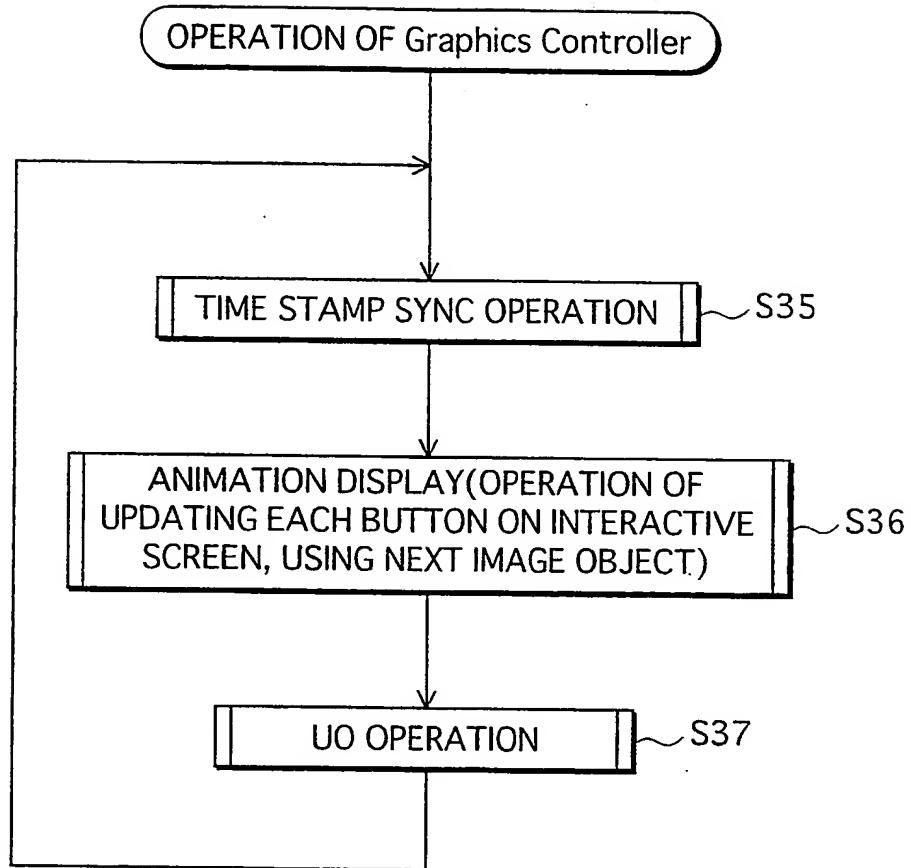


FIG.72

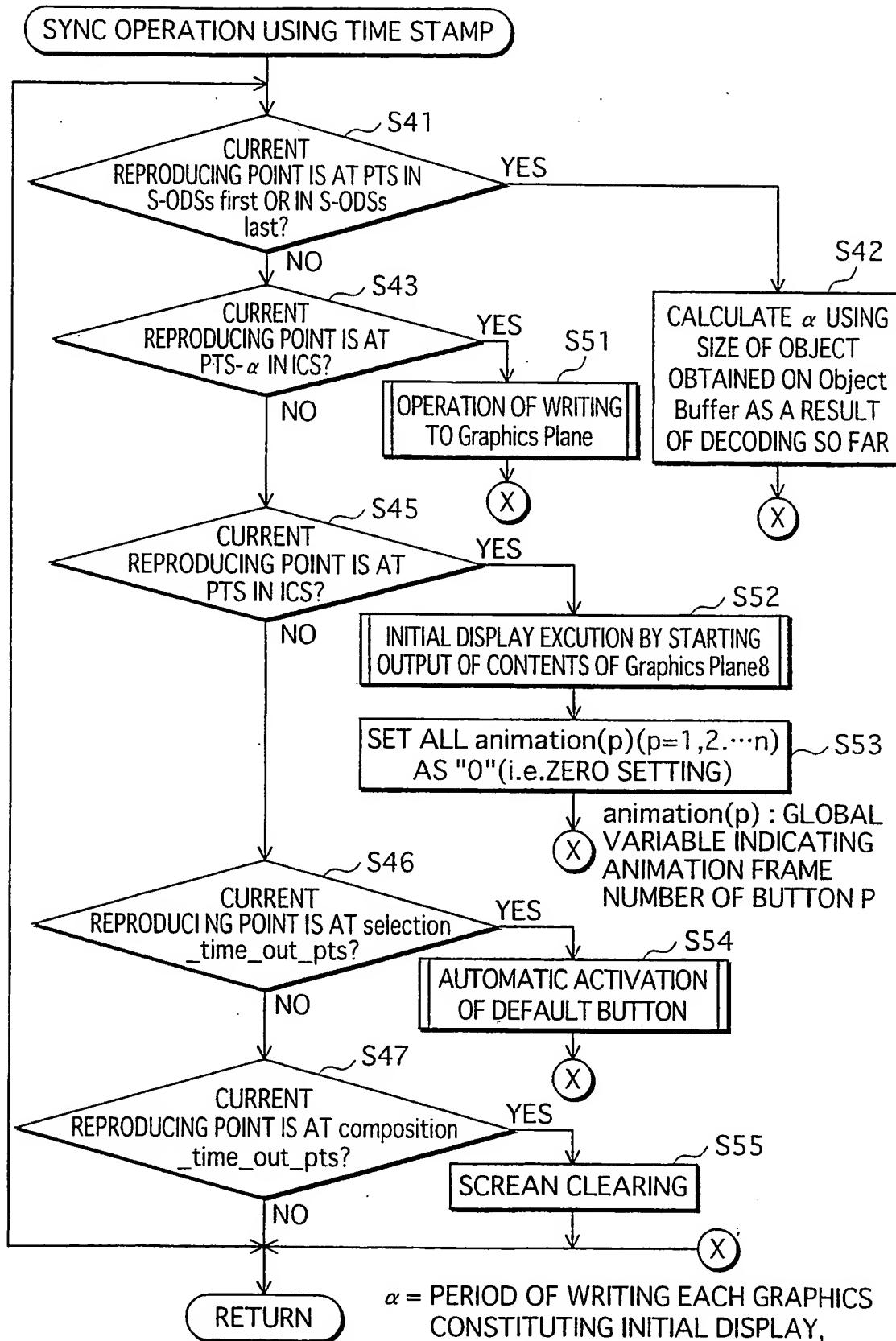


FIG. 73

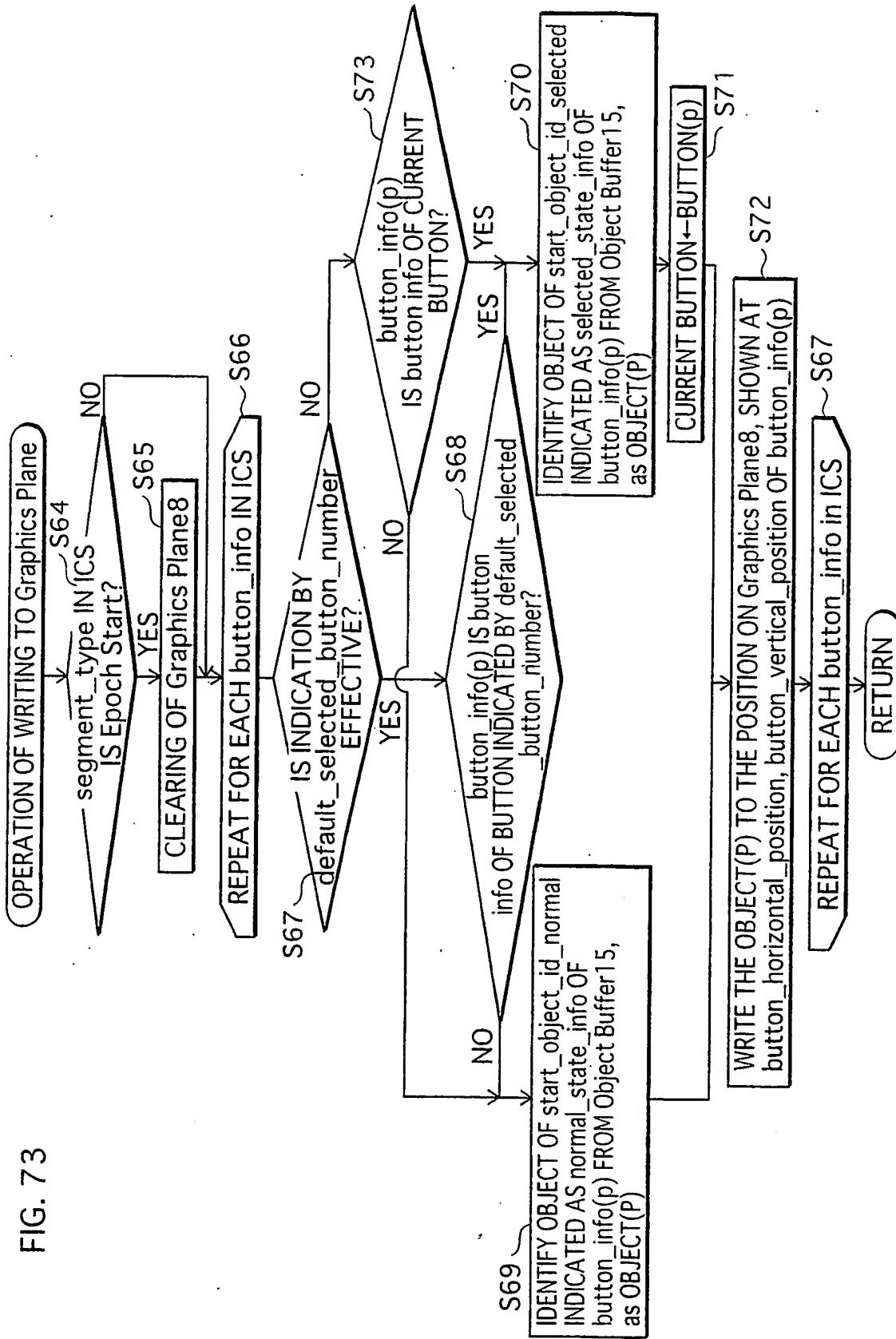


FIG.74

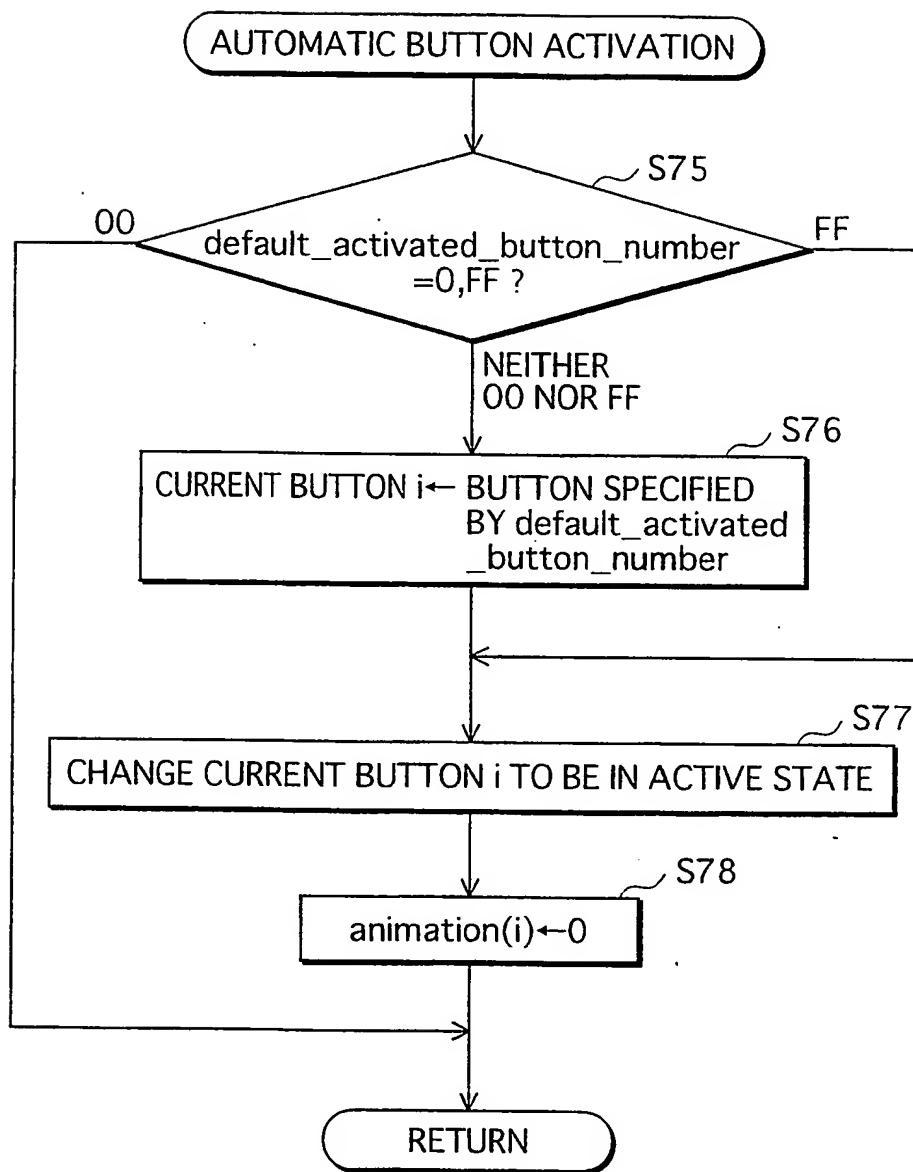
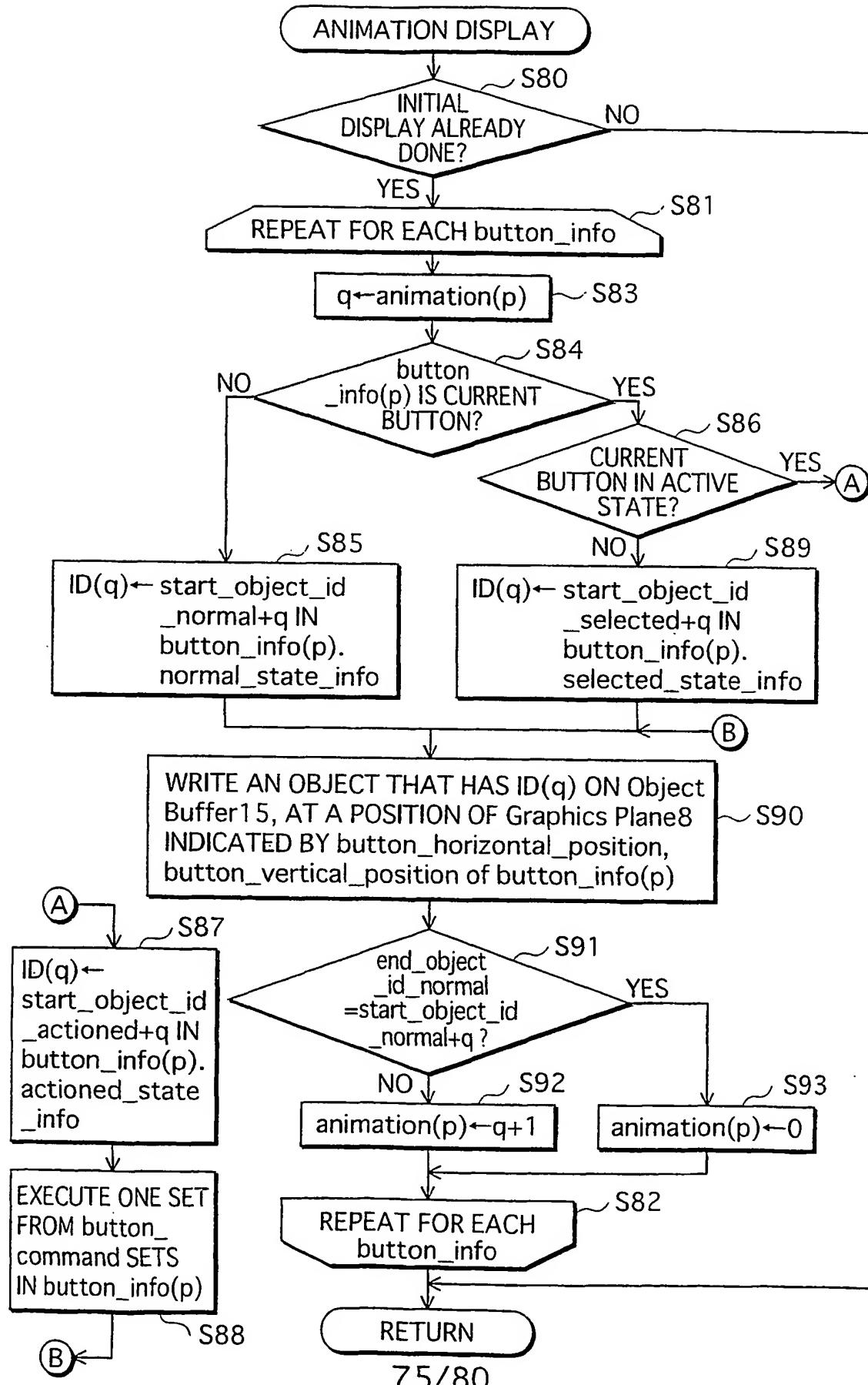


FIG. 75



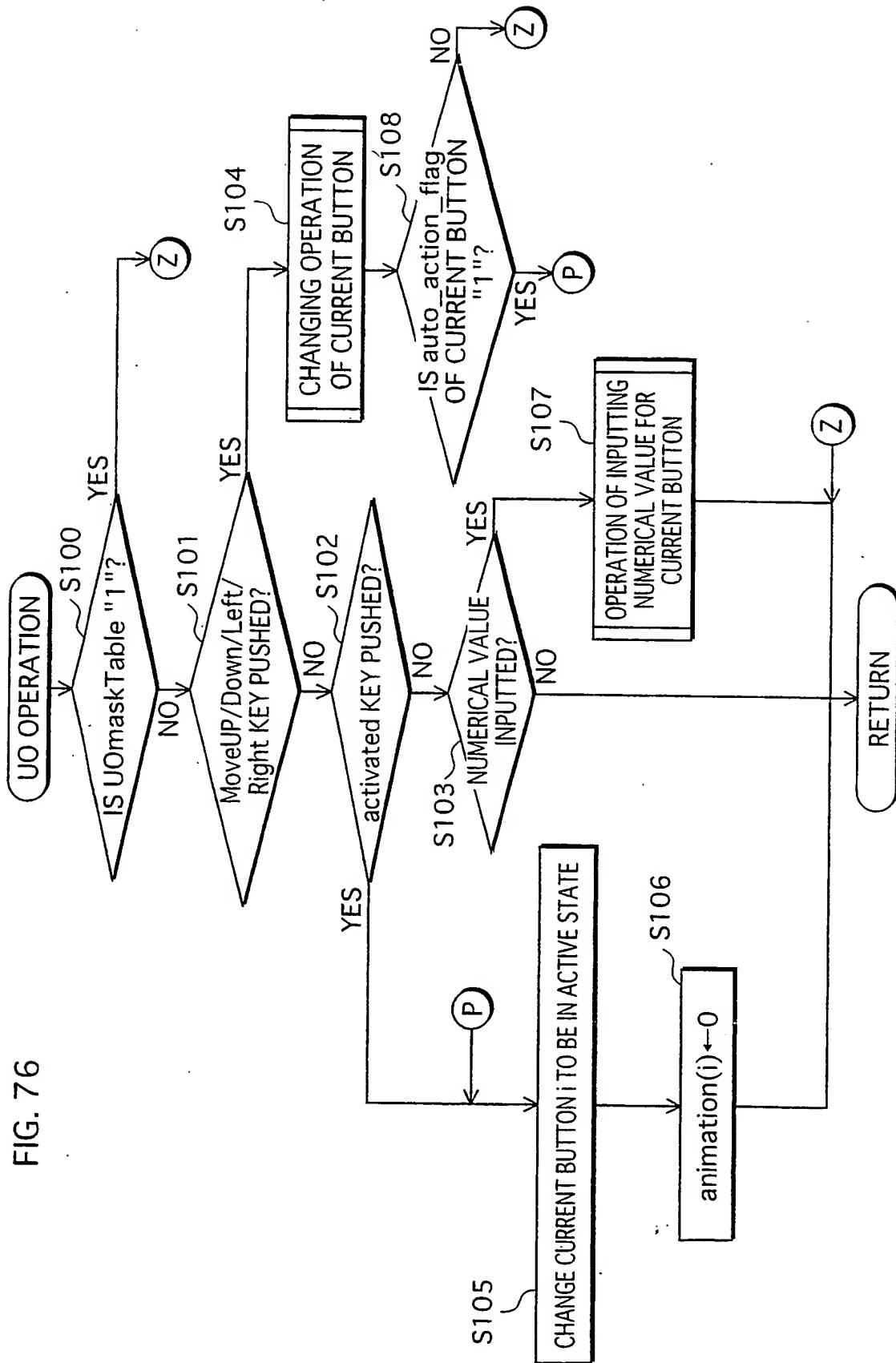


FIG.77

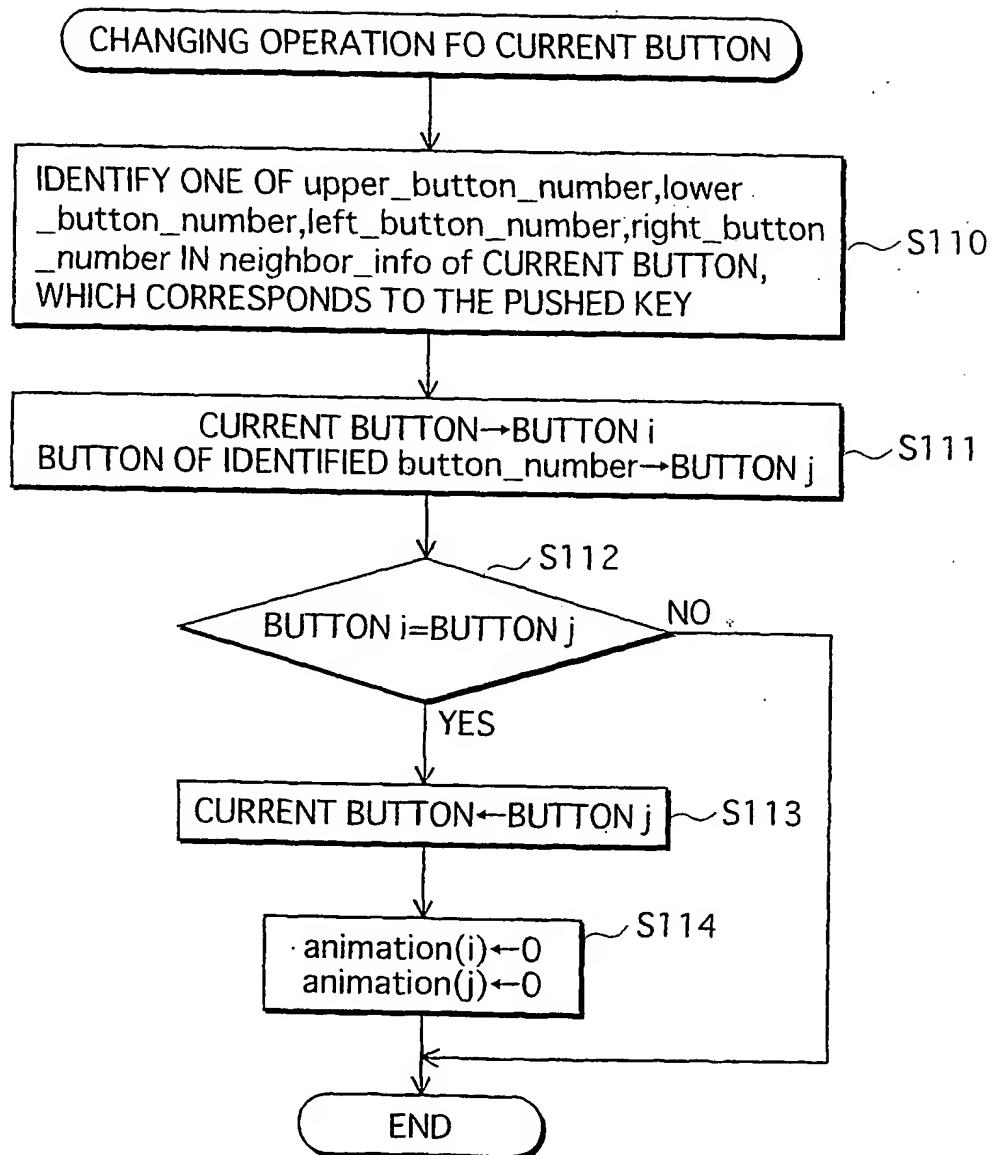
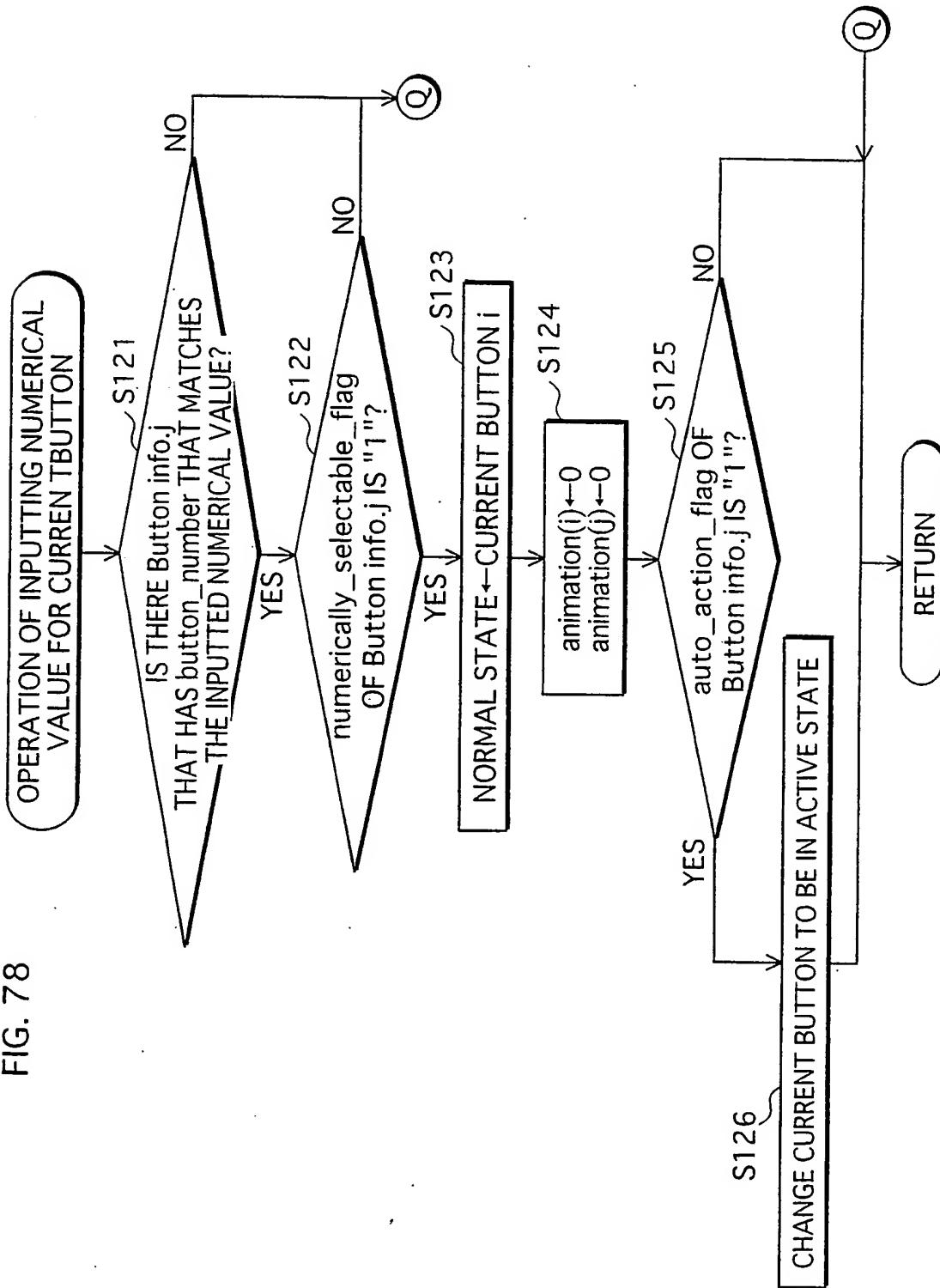


FIG. 78



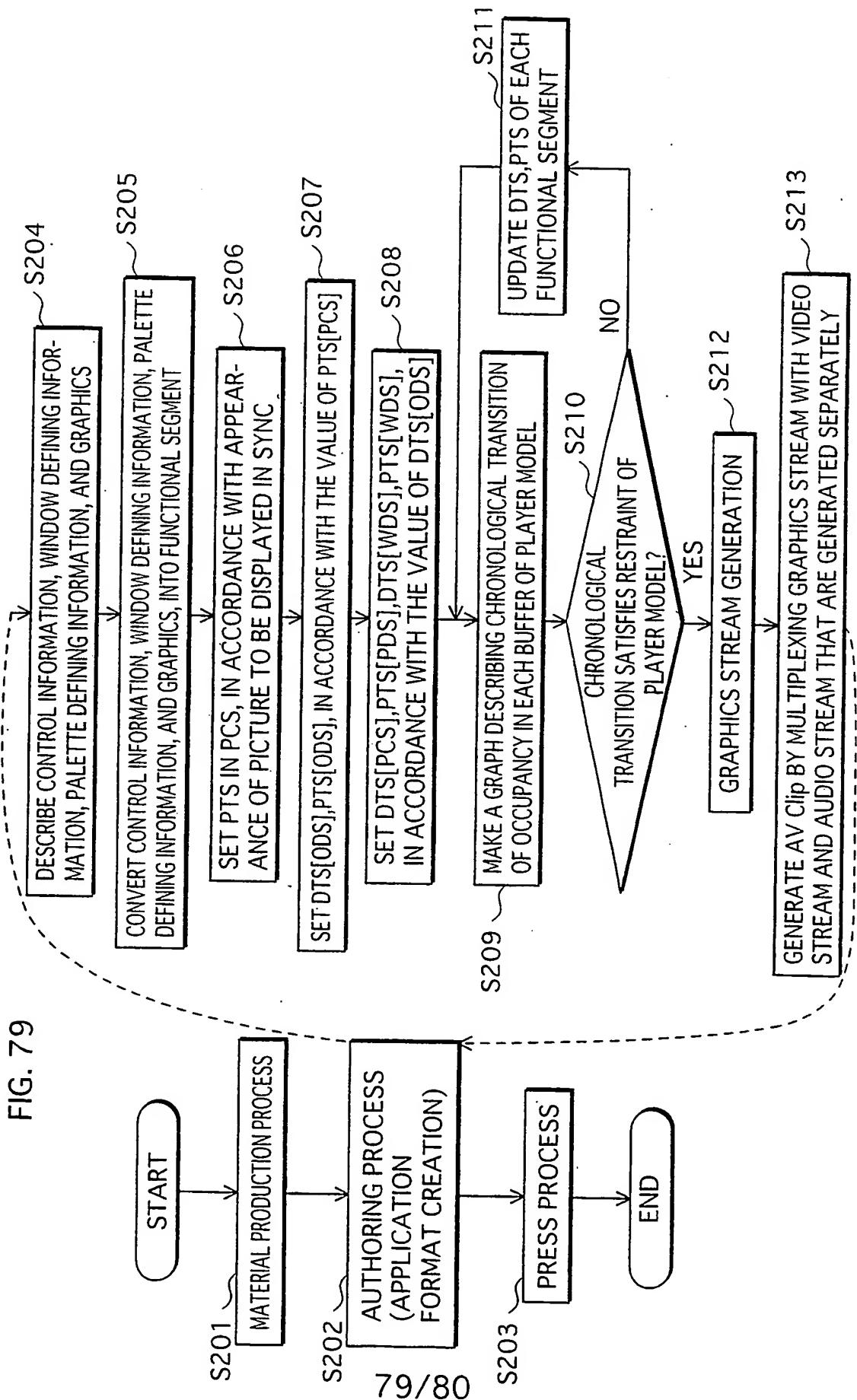


FIG. 80

